### SUMMARY

Detail-oriented Graphic Designer and 3D artist with strong communication and project management skills. Committed to enhancing a company's design capabilities with my innovative problem-solving abilities and efficient delivery of impactful graphic solutions.

### **EDUCATION**

San Jose State University - B.A. Graphic Design, Advertising Minor

## **DESIGN SKILLS**

3D Animation	Packaging Design	Social Media Design	Photography
3D Modeling	Brand Design	Advertising	Photo Editing
3D Product Renders	Apparel Design	Typography	Video Editing

## WORK EXPERIENCE

Fluidmaster Inc. - Senior Graphic Designer / 3D Artist NOVEMBER 2022 - CURRENT

- **Created Graphics for Product Packaging:** Designed and developed graphics for both new and existing product packaging, ensuring visual consistency and brand alignment.
- Utilized 3D Software for Packaging Display: Utilized advanced 3D software to create realistic visualizations of packaging designs, significantly increasing the speed of project completion.
- **Produced Product Renders for Marketing:** Generated high-quality 3D product renders for advertisements and promotional materials, contributing to successful marketing campaigns.
- Animated 3D Product Models: Created dynamic 3D animations of products, showcasing their features and functionality for use in various media formats.
- Managed Projects from Concept to Completion: Led new design projects through all stages, from initial concept and development to final delivery, ensuring timely and high-quality outcomes.
- **Provided Support to Design Team:** Assisted team members with their design projects, offering expertise in graphic design to enhance overall team performance and quality.

### Bruno Paradigm Co. - Graphic Designer (Contract)

Illustrator

MAY 2022 - OCTOBER 2022

• Conceptualized brand identity guidelines through a brand booklet and created multiple logos for use on company social media, website, merchandise, apparel, and other marketing materials.



Blender 3D



Photoshop

InDesian





Animate

Premiere





# WORK EXPERIENCE - Cont.

Bad Habits Wine Co. - Graphic Designer (Contract)

NOVEMBER 2021 - APRIL 2022

• Illustrated and rendered original brand mark for application in merchandise, mock-ups, social media and apparel while cooperating with design team.

## Sideline Banter Podcast - Graphic Designer (Contract)

JUNE 2021 - OCTOBER 2021

- Further developed the company image by creating logos and packaging design assets used for apparel, social media, album cover art, and mock-ups.
- Coordinated with leadership on building and executing marketing strategies across multiple mediums as a small production company.