



Skills:

Adobe Photoshop, Illustrator, InDesign, ImageReady, Acrobat and Distiller, QuarkXpress, Dreamweaver, Flash, Fireworks, FinalCut Pro, Macintosh and PC operating systems, Microsoft Office Suite

Portfolio available at www.youngandwithit.com

Education:

BFA in Communication Design, May 2006, Texas State University, San Marcos, Texas

Work Experience:

April 2008 – January 2009

Graphic Designer, Aspyr Media Inc.

Concepted and designed logos, branding, packaging, ads, and web assets for games
Worked on both in-house games and with partners such as Nintendo, Sony, and EA
Performed production work and preped files for press and web

July 2006 – current

Freelance Designer, various clients

Concept and Design logos, branding, marketing materials, brochures
Clients include Four Hands, American Heart Association, Community Impact Newspaper, Lee Mannix Center for Canine Behavior, and U.S. Gold & Money Reserve

August 2006 – September 2007

Design Co-ordinator, Randstad/Harcourt Achieve

Concepted and designed logos, branding, packaging, and marketing materials
Art directed and co-ordinated publication design and production with external and internal vendors
Performed internal production of logos, branding, packaging, and marketing materials
Collaborated with Editorial, Marketing, and Manufacturing departments

July 2006 – August 2006

Graphic Designer, i2i Design Group

Concepted and Designed logos, branding, marketing materials, brochures
Updated content and create graphics for websites
Performed production work and finalizing and handing off of files

June – August 2005

Internship, SicolaMartin Advertising

Worked with Art Directors, Copywriters, and Creative Director on client projects
Worked on projects for clients such as Quark, AMD, BMC, Sybase, and Wonders and Worries
Created direct mail, brochures, websites, and internal deliverables for these clients
Performed production work under senior designers and creative director