

UX / UI designer Senior Graphic Designer Animator 3d Modeler Front-End Web Developer

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"The Perfect Fit For Your Team"

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Highly creative UX/ UI Senior Graphic Designer, with high level skills and experience in graphic design, animation, motion graphics, 3d modeling, web development (AEM, HTML, CSS, Javascript), brand building and design publishing. Savvy in product design, client satisfaction, and strategic planning. Flexible, big picture, out-of-the-box, relevant thinker and expert brain-stormer, trained to demonstrate proven effectiveness to assume the position of a multi-faceted graphic designer. Determined to implement earned skills for the rapid growth of your organization by working effectively and consistently.

SKILLS AND EXPERTIZE

Figma Adobe Creative Cloud Autodesk Maya Adobe Animate

PROFILE

Adobe Photoshop Adobe Illustrator Adobe Premiere Pro Adobe After Effects UX/UI Design Logo and Brand Design Motion Graphics / Animation 3d modeling and asset creation 3d Modeling and product development Web interface creation and design Video / Audio Editing and design Brochure, catalog, and pamphlet design

WORK EXPERIENCE

General Dynamics MS - North Carolina - Senior Graphics Specialist - July 2021 to August 2024 Responsibilities

-Created classified graphics, layouts and presentations for government and non-government proposals and contracts utilizing a Secret clearance, as well as unclassified graphics, contracts and proposals.

-Developed and designed visually engaging equipment that supported the company portfolio of work, including reports, presentations, marketing campaigns, proposal content, and more. -Applied style guides/branding, typography, and translated complex concepts into a visual language utilizing design principles and best practices. -Streamlined ideas and concepts and translated them into a visual language. -Worked with stakeholder and partners to gather and distill content for various products. -Distilled ideas and concepts into simple graphics.

-Organized complex information clearly and concisely. -Translated business requirements and stakeholder needs into visually engaging products. -Developed brand standards and adhered to company guidelines.

MB-F Inc. - North Carolina - Graphic Designer - January 2016 to March 2020 Responsibilities

-Provide promotional material and creative design for MB-F. -Take design "brief" to record requirements and clients needs. -Schedule project implementation and defined budget constraints. -Work with a wide range of media and graphic design software. -Amend final designs for client revisions. -Train new and junior staff to provide design solutions to meet customer expectations. -Create club advertisements for brochure spreads, books and catalogs for the country's top dog shows. -Work directly with ad marketers and print makers to create ad materials. -Consult with customers to create show brochures. Achievement: successfully producing designs that brought client's vision to life.

Freelance Graphic Designer - North Carolina - Graphic Designer - April 2014 to January 2016 Responsibilities

-Providing clients with an assortment of graphic design needs such as logos, photo correction, motion graphics, branding, pamphlet design and video editing.

Walmart Corporate Office - Arkansas - 3d modeler - February 2008 to April 2014 Responsibilities

-Created fully rendered modeled designs of fixtures, product, signage, structure, site-plans and stores using mainly Autodesk Maya and Presagis Creator for store layout presentations. -Created a 3D training that showed associates how to safely setup lines for customers to shop during Walmart Black Friday Event, distributed to Store Managers at all 3,000+ stores in the Walmart US Chain. -Led walkthroughs of 3D renderings for high level executives to make key business decisions.

EDUCATION Kansas State University | Bachelor's in Fine Arts | 2005