

TEARIKI WILLIAMS

316/1 Brunswick Rd, 3057, VIC
siliconspiralhouse.com

GRAPHIC DESIGNER

siliconspiralhouse@gmail.com
+61 420 245654

A passionate and agile creator with an interdisciplinary talent to innovate. Strong interpersonal and visual communication skills coupled with a demonstrated learner mindset that is driven to achieve excellent results. A conceptual and creative thinker with an ability to solve design problems from start to finish.

EDUCATION:

- The University of Melbourne, Bachelor of Design (2017-2019)
 - Graduated with Second Class Honours A
 - Christchurch Boys' High School (2012-2016)
 - Outstanding Scholarship Visual Communication & Design (2016)
 - NCEA Level 3 Overall Excellence and Subject Endorsements (2016)
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EXPERIENCE:

Space Between - Graphic Designer (2022 - 2023)

- Supported the Design Director in all stages of studio projects, from concept development to completion, ensuring alignment with Space Between standards and client expectations.
- Collaborated effectively with the Client Services team to deliver projects on time and within budget constraints for example Nike, The North Face, Footlocker etc
- Contributed to critical project briefing stages, driving concept buy-in and managing feedback and changes throughout the project lifecycle eg Nike AMD
- Demonstrated strong organisational skills by delivering projects on time and considering substrates and materials to meet quality standards.
- Implemented process improvements to drive efficiencies and fostered a culture of creative thinking among team members.
- Understood the role of the Design Team in creating, developing, and executing studio projects across various industries and environments.
- Worked closely with Client Services to ensure project success from internal brief to project review.
- Took ownership of work, collaborated with subcontractors on materials, and managed project budgets effectively.

Freelance Design: (2017 - Current)

- Curates new visual identity's for educational institutions/schools for example Napier Boys' High School.
- Works closely with clients 'CBHS' developing spatial design ideation to curate a Te Reo room that navigates creating a practical space for learning whilst integrating traditional Maori designs in a fresh perspective.
- Continually seeks inventive design approaches through collaborative opportunities and upskilling, e.g., branding illustration BANTA merch, animated promotional artwork.
- Works with clients to develop infographic material for presentations and reports, e.g., Tech Alliance, Women in Engineering report, Napier Boys' High School.
- Creates customised illustrations for companies and individuals. Such as skateboard decks for Logo Social, promotional posters, animated featured ads, album covers for Social Bewegung, KLM album (Music and Hip-Hop gigs), Waikato Ministry of Education YSTAG posters (2021), and bespoke interior wall art.
- Developed and created logo refresh concept for promotional poster update, for example, NZ (Waikato) Hearing Association, Expo.

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EXPERIENCE:

Fungi Collective - Co-founder/Creative Designer (2020 - 2022)

- Conducted research and sought technical mentoring to develop a business framework to set up and implement the Fungi Collective (a multidisciplinary design-based model).
- Co-led proposal pitches, negotiations and overall project engagement and communication with clients, e.g. Cheeky challa cafe.
- Coordinated, created, and managed time schedules to complete set tasks.
- Developed creative design for rebranding and marketing including, new typefaces, logo design development, posters, brochures etc. For example, WAI logo development and design.
- Excellent time management skills with the ability to work under pressure and juggle multiple priorities.

The University of Melbourne Arts Journal – Graphic Designer (2019)

- Worked within cross-functional teams to provide tailored design concept plans.
- Conceptualised and created visual design tasks for the Melbourne Art Journal website.
- Designed and delivered logo refresh, journal front cover design and book layout.

Gallagher, UX/Graphic Designer - Internship (Nov 2018 - Feb 2019)

UX Role:

- Worked within cross-functional teams to provide support and technical design expertise to refine product and user experience. For example new web-design concepts.

Lead Graphic Designer:

- Conducted research to develop a logo design and animation production for a new product.
- Delivered communication updates and design briefs to the marketing team (and executive) for final decision-making process.
- Developed infographics and animation collateral for Gallagher's web domain and applications.

AWARDS & INVOLVEMENT:

The University of Melbourne, Victorian College of the Arts Director's Design Award (2019)

The University of Melbourne, Bachelor of Design Personal Development Award (2019)

Ministry of Pacific People, Recipient of \$25,000 STEM Scholarship (2017)

Ministry of Pacific People, Secondary School STEM Award (2016)

Christchurch Boys' High School, Academic Gold Award for Design (2016)

Melbourne University, Ambassador-Undergraduate (2019)

NZ (Waikato) Hearing Association, Volunteered, Expo Logo Refresh (2019)

Melbourne University, Open Day(s) Graphic Design Representative (2018, 2019)

Melbourne University, Mentor (2018)

Melbourne University, Girls in Science (design) Forum Guide (2018)

TECHNICAL SKILLS:

Proficient in a wide range of computer programs: Adobe Creative Suite CC, Illustrator, Indesign, After Effects, Photoshop, Premiere Pro, Adobe animate, Figma, Canva, Procreate, Artivive Augmented Reality, Fusion 360, Ableton Live, Shopify, Blender, Microsoft Office, Google Sketch-Up, Python Derivate, QGIS, Rhino, TouchDesigner, iOS, Windows.