



Experience

Production Designer (Contract) — Helms Workshop 06/2023 – 10/2023

- ♦ Conducted preflight checks, edits, and asset finalization for the creative team.
- Maintained communication among designers, clients, project managers, and vendors to ensure product alignment.
- Executed designs across diverse media platforms, including packaging, apparel, billboards, and digital media.
- Orchestrated file organization and finalization for significant media campaign launches.
- ♦ Quickly generated photo-realistic mockups when needed.
- Created brand guidelines documents, specifying typography, photography, logo usage, and approved colors across various media.
- ♦ Adapted static designs for standard and lottie motion graphics.
- Assured compliance with technical and legal requirements for brand assets, packaging, and collateral.
- ♦ Designated brand color palettes for consistency and accuracy.

Graphic Designer — True Brands

09/2021 - 06/2023

- ♦ Created custom dielines and packaging.
- Designed responsive motion graphics templates for various brands.
- ♦ Oversaw graphic packaging production for a mass-market launch of a consumables line. Communicated with vendors for manufacturing accuracy.
- ♦ Contributed to 2022 & 2023 wholesale catalog design and production.
- ♦ Collaborated with different brand teams to design and launch products.
- Contributed to brand expansions and packaging overhauls.
- Created custom illustrations & animations for new products, promotional channels & tradeshows.
- Led design for various physical products, from ideation to implementation.

Visual Design Contractor — Freelance

2018 - Present

- ♦ Collaborated with clients to create a full suite of brand assets.
- Created custom animations and explainer videos.
- Produced motion templates aligned with brand identities.
- ♦ Storyboarded and animated content for various media channels.
- ♦ Finalized production files for book publication, advertising, and merchandise.
- ♦ Designed user-friendly templates in Indesign, Illustrator, and Photoshop.
- ♦ Collaborated with animation teams via Dropbox, and Google Drive.

About

Hi. I'm Ryan Tiszai (pronounced "tiz-eye"). I'm a multi-disciplinary designer looking to shape immersive experiences. I'm highly adaptable, empathetic, and hungry as hell. I love what I do and I find joy in carving out creative solutions.

Software

Advanced expertise in all Adobe Creative Cloud software, especially After Effects, Illustrator, Photoshop, and Indesign

Figma

Blender

Cinema 4D

MS Office

Procreate

Clip Studio Paint

Skills

Illustration

Brand Identity

Brand Management

Print + Digital Layouts

Motion Design

Print Design

Product Design

Package Design

Production

Color Management

UX Design

Prototyping

Education

Associate of Applied Science in Graphic Design

Seattle Central College · Seattle, WA · 2021