

# Avan Cantrell

## Contact

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[cantoorell.com](http://cantoorell.com)

## Skills

Graphic Design

Animation

3D Modeling

Drawing & Illustration

Photo Editing

Photography

## Certifications

Adobe Photoshop

Adobe InDesign

Adobe Illustrator

Adobe After Effects

Adobe Premiere

## Software

Adobe Firefly

Microsoft 365

WordPress

Figma

Autodesk Maya

## Coding

HTML

CSS

*Curious, detail-oriented graphic designer with a foundation in visual art and experience with 2D & 3D creative practices. Interested in illustration, print layout design, and communication through visual storytelling. Open to relocation.*

## Education

### CLEMSON UNIVERSITY

Bachelor of Fine Arts: Visual Arts.....2015

### WAKE TECHNICAL COMMUNITY COLLEGE

Associate of Applied Science: Advertising & Graphic Design ..... 2025

Certificate: Graphic and Web Design.....2024

Certificate: Simulation & Game Development Fundamentals..... 2022

## Experience

### FREELANCE ARTIST & DESIGNER

*Durham, NC ..... 2015 - Present*

- » Use Adobe Software to retouch and edit digital photography, including mockup creation for print and package design projects
- » Worked with content creators to create modular video overlay assets, increasing brand recognition and encouraging viewer engagement
- » Created printed event signage, social media announcements, and illustrations for local community-based nonprofits

### ADVERTISING & GRAPHIC DESIGN STUDENT

*Wake Technical Community College | Raleigh, NC..... 2022 -2025*

- » Researched target audiences and used Adobe Creative Cloud software to create visuals for print and web from provided advertising design briefs
- » Designed and developed websites using a mix of WordPress, HTML, and CSS
- » Participated in regular group discussions throughout the design process to keep project goals aligned, providing presentation-ready visuals

### SIMULATION & GAME DEVELOPMENT STUDENT

*Wake Technical Community College | Raleigh, NC..... 2021-2022*

- » 3D Modeled, textured and animated game-ready visual assets with Autodesk Maya, Substance Painter and Unity game engine
- » Used Adobe Creative Suite to create 2D game assets and concept art
- » Collaborated with small teams to create projects on tight deadlines, providing visual assets and secondary C# programming support