

# Tom Adshead

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Graduate of Concordia University  
Intermedia (BFA)  
2020-2025

## About

Brazilian-Canadian designer based in Montréal. Five years of experience in print, web, video and sound design, working with art organizations to create visual identities that are coherent across various mediums. Experienced working in teams of other designers, and on solo contracts.

Proficient in Adobe CC Suite (Illustrator, Photoshop, InDesign, Lightroom, Premiere Pro, After Effects), Blender, Ableton Live, and popular CMS platforms (Webflow, Squarespace, Cargo, Wordpress).

## Experience

### **SUKO Magazine, 2021 - Present**

Worked as a graphic designer for SUKO Magazine during the publication's last four volumes. Created the style guide for the 2021 issue, and iterated on it with a growing design team since then. Designed print layouts and web assets alongside SUKO's other designers, included in the magazine, promotional posters, and online accounts.

### **Art Matters Festival, 2024 - 2025**

Worked as the Head of Graphic Design for the Art Matters Festival. Worked with the festival coordinators to create a complete rebrand as part of Art Matters' 25th anniversary, which included a new logo, website, site-specific signage, and 60-page publication distributed at festival events. Worked with archivists to create a comprehensive online archive of past years of the festival, complete with rescanned pamphlets, posters, and documentation.

### **FASA, 2024 - 2025**

Worked as the graphic designer for Concordia's Fine Arts Student Association (FASA), creating print and digital designs to promote events, talks, and rallies on campus. Redesigned the organization's logo as part of a comprehensive overhaul of FASA's visual identity.

### **VAV Gallery, 2022 - 2023**

Contracted as Graphic Designer at the VAV gallery. Designed print, social media, and web-based material for promoting events. Designs were coordinated with the artists and curators of each show. Rebuilt the gallery site in Squarespace for ease of updating by event curators.

### **Concordia Film Festival, 2022 - 2023**

Part of the graphic design team for the 49th edition of the CFF. Created promotional assets, motion graphics, and illustrations for the festival, including the official poster. Also redesigned the logo as part of the festival's annual rebrand.