I'm a graphic designer
I'm a graphic designer
passionate about crafting
contemporary, eye-catching
visuals-from posters
and album art to merch,
apparel, and social media
apparel, and social media
graphics. I stay tuned into
graphics and design
pop culture and design
trends to create work that
resonates across digital
and print.

#### SKILLS

+Adobe InDesign-- Experience with the preflight pannel & file prepartion, took a class: CT 321 Print and **Digital Production** +Adobe Illustrator +Adobe Photoshop +Adobe Acrobat +Adobe Bridge +Adobe After Effects +Packaging design +Figma +Print and layout design +Branding/ visual identity +Photo editing/ retouching +Apparel graphic design +Tech packs +Market and trend research +Poster design +Typography +Illustration +Shopify website building

#### **★** EDUCATION

# FASHION INSTITUTE OF TECHNOLOGY \* NYC

- \_ Graphic Design BFA
  \_ Communication Design AAS
- \_ Art History Minor
- \_ Cum Laude Honors 2020-24

CHELSEA COLLEGE OF ART AND DESIGN \* LONDON, UK

\_ <u>Graphic Design BA</u> <u>exchange program</u> 2023-24

## **★** ADDITIONAL EXPERIENCE

TEAM MEMBER @ LUMI DESSERT CAFE SEP 2024-PRESENT

SALES ASSOCIATE @ MUJI SEP-DEC 2022

IN-STORE SHOPPER @ WHOLEFOODS MAY-AUG 2022

### **★** EXPERIENCE

GRAPHIC DESIGN INTERN - LICENSED GRAPHICS @ COCO BRANDS FEB-MAY 2024 \* IN-PERSON, NY

Designed apparel (mainly loungewear and intimates) patterns in alignment with licensing requirements, with extensive use of Adobe Illustrator.

- Shadowed the lead tech pack designer, gaining hands-on experience in scaling designs across various garment types and sizes while adhering to licensed brand guidelines and quality standards
- Designed hangtags and header cards in relation to liscensed branding
- Designed detailed packaging mock-ups using Adobe Illustrator, including novelty packaging, printing at actual size and assembling physical prototypes by hand
- \_ Maintained a library of thousands of visual licensed assets, including Paramount, Nickelodeon, Warner Bros, Spirit Halloween, and Adult Swim. Used assets to create designs on garment templates
- Learned to use specific Pantone Color Libraries for certain licenses
- Collaborated closely with the production and marketing team

## ★ CURRENTLY IN-HOUSE GRAPHIC DESIGNER @ WEST OF EDEN (WOE)

JULY 2024-PRESENT \* REMOTE

Participating in weekly meetings to develop cover art, merch designs, social media posts, posters and other creative assets

- Designed and sold Barboza show merchandise (shirts + stickers), raising \$1,600+ while assisting at the merch booth
- \_ Successfully designed the <u>woe online shop</u> on Shopify
- \_ Successfully designed <u>cover art</u> and <u>promo</u> for their single "LATER"
- Successfully designed <u>cover art</u> for their single "TAXI"
- \_ Successfully designed  $\underline{cover\ art}$  and  $\underline{promo}$  for their single "FOR U"
- Successfully designed <u>Barboza show poster</u>
- \_ Successfully designed <u>title card</u> for Yoku, a past WOE member
- Successfully designed <u>cover art</u> and <u>promo</u> for their EP "hide"
- Collaborating closely with two other graphic designers