

009⁰

Kelly Harris Designer

E » VAEV.GD@GMAIL.COM
P » 1 (310) 413-3284
W » WWW.KELLYRHARRIS.COM
B » WWW.BEHANCE.NET/VAEV

OBJECTIVE

_To create stunning, articulate ideas and designs that harmonize with each other in a beautifully simple yet expressive way. To work on a team as a designer and help conceive concepts & stellar designs to go with them, in a workplace that relishes creativity. With design, we mesh together and develop unique solutions to the problems in our world.

EDUCATION

_Academy of Art University, San Francisco, California
Bachelor's of Fine Arts _ School of Graphic Design _ Class of 2014
» AAU_Spring Show Selection _ 2014 Undergraduate _ Book Arts

EXPERIENCE

_Graphic Designer Gaming, Logitech G; San Francisco, CA _ [06/2022-PRESENT]
_Graphic Designer II, ASTRO Gaming; San Francisco, CA _ [05/2016-05/2022]
_Freelance Graphic Designer, San Francisco Ballet _ [02/2016-05/2016]
_Designer, Perspective Lab; San Francisco, CA _ [07/2014-11/2015]
_Swim Instructor, La Petite Baleen; San Francisco, CA _ [11/2012-06/2014]
_Graphic Design Intern, WildAid; San Francisco, CA _ [10/2010-02/2011]
_Specialist, Apple Inc.; Santa Monica, CA _ [09/2007-09/2009]
_Freelance Graphic Designer; Los Angeles+San Francisco, CA _ [2005-PRESENT]

SKILLS & SOFTWARE

_Strong Graphic Design_Conceptual_Direction_Storytelling_Typography Skills
_Adobe Creative Cloud Expert: Illustrator_Photoshop_InDesign_Acrobat
_Proficient in: Figma_Office Suite_Sketch_After Effects_Dreamweaver
_Working Knowledge: HTML_CSS_WYSIWYG Interfaces_Wordpress
_Experience with: Unity_Unreal 4_C4D_Blender_Various in-game creative tools
_Operating Systems: macOS Monterey_Windows 11 Pro_Linux_iOS_Android
_Photography: Film_Digital_Mobile_Photo Editing_Retouching_Concepting
_Able & willing to learn and adapt to any additional software + languages.
_Flexible in handling various real world situations with a wide range of ideas.
_Able to manage multiple projects and deadlines with completely realized work.
_Passionate about design, cycling, nature, art, humanism and gaming.
_Capable of solving any and all design problems; from simple to complex.

REFERRALS

_Available upon request.