AMANDA FELDMAN

WHERE TO FIND ME:

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PROFESSIONAL EXPERIENCE:

Marketing Graphic Designer,

Big Fish Games, April 2019-September 2020

- Creating mobile game marketing materials for social media, email communications, and mobile advertising.
- Creating and editing Google Play store and iOS App Store materials for new and existing mobile games.
- Working with Big Fish Games' team of designers and marketing analytics experts to conceptualize new marketing campaigns and brand identities.
- Presentation of concepts and designed assets for regular critiques on a fast-paced timeline, and quick turnarounds for edits.

Customer Support Representative,

Big Fish Games, October 2016-March 2019

- · Responding to the needs of the customers and resolving complaints.
- Providing accurate information through extensive knowledge of supported brands and related resources.
- Managing time efficiently without sacrificing quality, to consistently exceed quality expectations for the last twenty months.
- Effective and empathetic communication with customers.

Freelance Designer and Illustrator,

Self-employed, 2012-Present

- Lead designer on a fully-funded Kickstarter campaign for a music album release. Designed the CD case, web assets, posters, and more.
- Digitally painting illustrations in Procreate and Adobe Photoshop, to print and sell at comic conventions.
- Commission work in chalkboard calligraphy, signmaking, and illustration, communicating closely with clients to meet their needs.

EDUCATION:

Cornish College of the Arts, Seattle WA

BFA in Visual Communication Design, May 2014

SKILLS:

- · Strong grasp of Typography and Layout
- · Branding and brand application
- · Experience with both print and web based projects
- · Illustration, digital painting and photo editing
- Fast turnaround capabilities
- · Detail oriented and quality-driven

Tech:

- Highly Proficient in Adobe Photoshop, InDesign and Illustrator
- · Microsoft Word, Powerpoint, and Excel
- Working knowledge of HTML and CSS

