

Mickael Marinho

Graphic Artist

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Summary

I have a passion for giving designs life and creating incredible user experiences. Connecting beautifully aesthetic design with perfect functionality is a challenge - and that challenge is what drives my passion. There are so many variables to consider that each project is unique, and that inspires me to get better. The future is bright and there is a lot of great opportunities. For me, it has just begun and so I am looking forward to the biggest challenge both offline and online.

Work Experience

2D Graphic Artist

2015-05 - Present

Kym Abrams Design

- Working closely with programmers and game engineers to create a game that could help children learn english through a simple and fun gaming experience.
- Work including designing characters, environments, and special effects as well as concept arts and final drawings that fit the gaming style.

Graphic Artist

2012-06 - 2015-04

Studio SC

- Took charge of graphic layout and banners as well as video editing for rebroadcasting.

Graphic Design Artist

2008-04 - 2012-05

ZIBA Design

- Developed graphic layout with the responsibility for editing bi-weekly magazine-Photo deals.
- Prepared rough draft and camera-ready artwork for printing
- Latest knowledge of Pagemaker, QuarkXpress, Illustrator, Photoshop, Dreamweaver, Pagemill, Logo Motion.

Graphic Artist & Web Designer

2005-02 - 2008-03

Michael Courtney Design

- Updated the website with new designs.
- Provided web maintenance and updated web content using HTML/CSS/JS.
- Created artwork for web marketing.

Education

BFA Computer Arts

2002 - 2005

Carnegie Mellon University

Skills

Adobe After Effects

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- Graphic design and motion works with 2D.