




Danny Lee

Graphic | Visual Designer


Education

 **BFA in Illustration**
Rhode Island School of Design **2014 - Present**
Focus on Graphic Design and Illustration

 **UI/UX @ Computer Science**
Brown University **2017**
Human-computer interaction that focus on designing user interfaces

----- Summer Activities -----

 **Graphic Design**
Rhode Island School of Design **2017**
Summer Institute for Graphic Design Studies (SIGDS)
• Information Design & Data Visualization
• Type & Image Design - Investigation of functioning visual systems and design languages
• Web Design - Working knowledge of HTML, CSS & JavaScript

 **Graphic Design**
San Jose State University **2016**
Typography course using Adobe Illustrator and InDesign
• Study and demonstration of letter forms and fundamental typographic principles

 **Entertainment Design**
Cogswell Polytechnical College **2015**
Digital Art and Perspective course with Adobe Photoshop

Technical Skills

Software

Adobe Illustrator • Adobe Photoshop • Blender
Autodesk 3DS • Max • Autodesk Maya • Adobe InDesign
HTML • CSS • JavaScript

Design Skills

Data Visualization • Information Design • Web Design
Concept Design • Logo Design
Book Design • Poster Design • Typography



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Awards

Olive Hyde Scholarship Contest **2014**
First Place
Contest of annual scholarship for growing artists

Experience

Graphic Design Display **Summer 2017**
• Created Various Information Design Projects with Illustrator.
• Displayed designs in the Graphic Design gallery at Rhode Island School of Design.

Zine Fest **Fall 2016**
• Displayed and sold graphic works and illustrations in RISD building.
• Experienced ways to display work to the public and show the intent of each work.

Online Commissions **Summer 2016**
• Took Illustration Commissions from Clients in DeviantArt.
• Used watercolor, ink, and digital for these commissions.

CD Design Commissions **Winter 2015**
• Designed the CD cover for Emmanuel Church sermon CDs.
• Designed the cover using Photoshop and Illustrator.

Game Design **Spring 2014**
• Used Blender and Photoshop to create assets for an run and hide indie game.
• Learned how to work collaboratively with other developers and designers.