Sanjeev Prasad.

GRAPHIC DESIGNER & WEB DEVELOPER

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About Me

Graphic Designer with 6+ years of experience in print and digital design. Currently studying to become a Full Stack Web Developer. I have a passion for creating, love to tinker and solve problems.

Invaluable experience in games and graphic design allows me to approach web development from a different perspective, and will make me a key member of your team!

Education

2013 - 2015 · Queensland University of Technology
Bachelor of Games and Interactive Entertainment
Worked on numerous, large scale game projects as a designer and developer, using the iterative design process.

2010 - 2012 · University of Queensland
Bachelor of Architectural Design
Liaised with a client and developed a proposal for a redesign of the Southport Surf Club; a redesign that would meet all the needs of a rapidly growing surf club.

Skills & Proficiencies

- **Adobe Creative Suite**
  - Photoshop
  - Illustrator
  - InDesign
  - Premiere
  - Lightroom
- **Print & Digital Designs**
- **Logos and Branding**

- **Web Design**
  - HTML & CSS
  - Wordpress
  - HTML Email Formatting

- **Microsoft Office**
  - Word
  - PowerPoint
  - Excel

- **Extra Skills**
  - Git & Version Control
  - UI & UX design
  - 3D Modelling
  - Software Development
  - Iterative Design Process
  - Communication
  - Excelling individually & as part of a team.

Experience

2022 - Present   **Junior Full Stack Web Developer -** *Coder Academy*
- Currently studying to become a Full Stack developer.
- Designed and developed my portfolio website.

2016 - Present   **Graphic and Web Design -** *Griffith SRC & Freelancing*
- Responsible for developing graphics for print and social media for the SRC and GUPSA bodies.
- Created new logos and branding for numerous student clubs, organisations and small businesses.
- Developed and maintain the websites for SRC and GUPSA.

2015 - 2016   **Game Designer & Developer -** *Ouroboros Games*
- Worked in a team of other designers and artists to develop games.
- Designed the visual aesthetic and UI/UX for multiple games.
- Individually developed and released mobile game Drop that Domino! on Android, iOS and Windows.