

# Wes Searan

Designer // Aspiring Coder // CreativeThinker



searan.wes@gmail.com



www.github.com/Wes26



www.behance.net/Searan



https://dribbble.com/Searan

## Objective

I am a Austin based Graphic Designer. I specialize in print design, but I am currently expanding into web development. My goal is to design and develop great design and ideas that help people.

## Education

### Georgia Southern University

Class of 2013

BFA Graphic Design

### freeCodeCamp

October 27, 2016

Front-End Development Certificate

## Skills

- \* Full Process Design
- \* Print Design
- \* layout
- \* Web-development

### Proficient in:

- \* Adobe Illustrator CC
- \* Adobe Photoshop CC
- \* Adobe InDesign CC

### Currently Learning:

- \* HTML5, CSS, JavaScript

### Coding Platforms / Tools

- \* Atom Text Editor
- \* The Command Line

## Work Experience

### Freelance - Graphic Designer

March 2016 - Present

### Tyler Perry Studios - Graphic Designer

May-June 2015 & Feb-March 2016

During my time with Tyler Perry Studios, I created a vast majority of graphics for sets and set vehicles.

### PRM Consulting Group - Freelance Designer

August 14th - November 13, 2015

My time with PRM Consulting group, I created various illustrations / layouts for OE guides while collaborating with the head creative director.

### Jenkins Creative - Freelance Designer

October - November 2015

At Jenkins Creative, I designed web banners for companies for social media and emails. I also laid out numerous catalogs and promotional ephemera

### Planet Studio - Design Internship

August - September 2014

At Planet Studio, I created various magazine layouts, presentation booklets, and some Branding

### Compass Display Group - Graphic Designer

May - August, 2014

At Compass Display Group my job duties included, Pre-Press, Production work, and creative.

# Recent Work

freeCodeCamp // Open Source // Design



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## Web Development

### freeCodeCamp

April 2016 - Present

Working with freeCodeCamp has been a great experience. I have learned many things regarding Front-End Development, such as HTML, CSS, and some JavaScript. Even though I have received my Front-End Development certificate I will forever continue to learn and grow as a Front-End Developer.

## Open Source Community

### freeCodeCamp

April 2016 - Present

I worked with Quincy Larson, as well as international designer's to create numerous assets for freeCodeCamp. The assets were to Github. Overall we created some great items for the Open Source community.

## Project Insight

\* The T-Shirt design was for a “Lazy Halloween Costume” with funky CSS for the campers at freeCodeCamp.

\* The freeCodeCamp Sticker Pack was a collaboration with founder Quincy Larson, and was a blast to create!

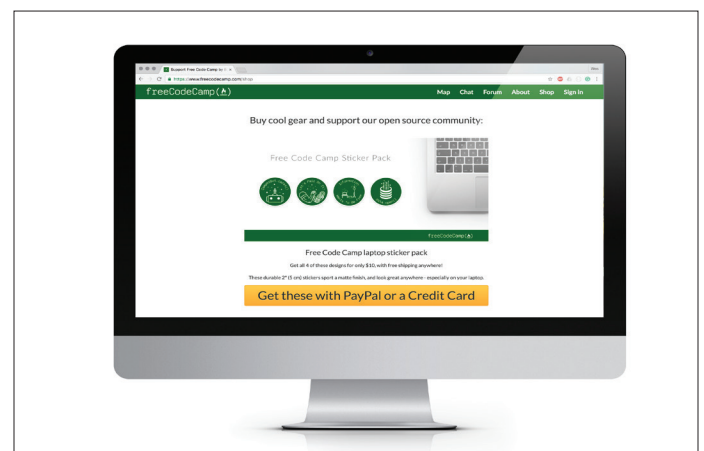
## Tools

- \* Pen & Paper
- \* Adobe Illustrator & Photoshop

### Lazy Halloween Costume



### Free Code Camp Sticker Pack



# Code and Design

Projects // Problem Solving // Coding



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## Overview

I have completed the Front-End Development curriculum through freeCodeCamp. The projects had numerous user stories that had to be solved. They also had to meet certain guidelines. You can view more of my Projects on my Codepen profile at [www.codepen.io/Wes29](http://www.codepen.io/Wes29)

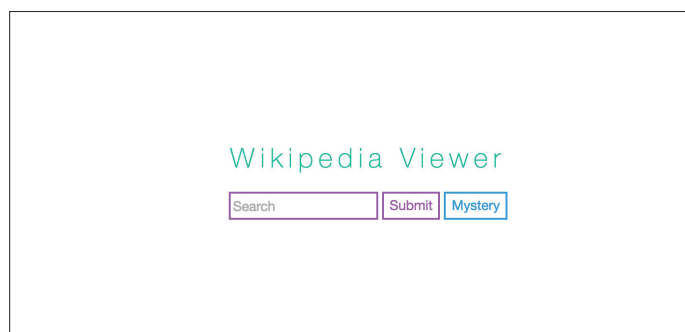
## Process

I started my design process on paper. I then made a mock up of how I wanted the project to look in Photoshop. I then created the projects in Atom, and on Codepen using HTML, CSS, and JavaScript.

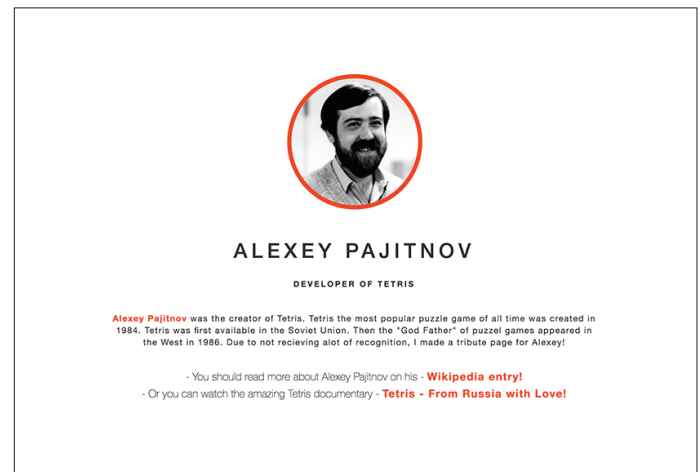
## Tools

- \* Pen & Paper
- \* Adobe Illustrator & Photoshop
- \* Codepen
- \* Atom Text-editor

Wiki Viewer API



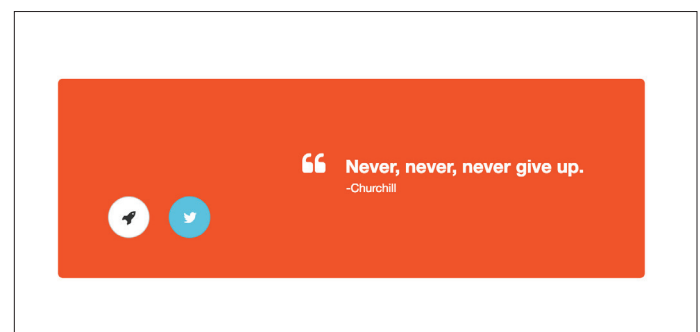
Tribute Page



80's Calculator



Quote Machine With Tweet Button



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## Overview

I am really passionate about web development, and what better way to learn than to jump in head first! I love problem solving and coding. I wanted to code my own personal website which is still in development. I am using Atom Text Editor, codepen and the command line, as well as Google Developer tools to create my personal website.

## Process

I start my design process on paper. I then made a mock up of how I wanted the project to look in Photoshop. I then created siad mockup in Atom. Overall the project turned out great and I learned alot.

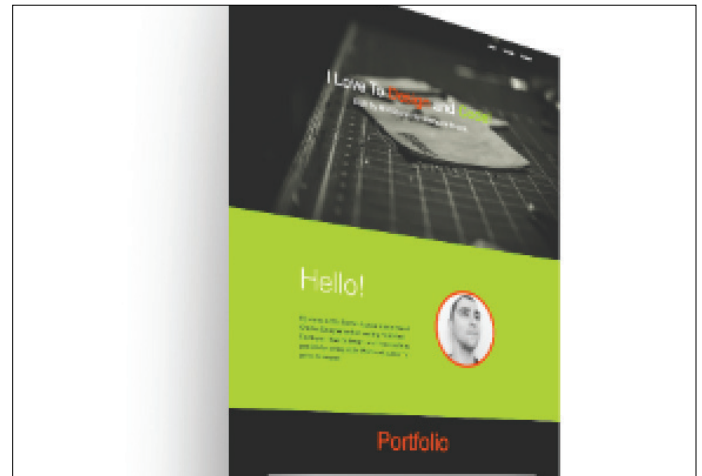
## Tools

- \* Pen & Paper
- \* Photoshop
- \* Atom Text Editor
- \* Google Dev Tools

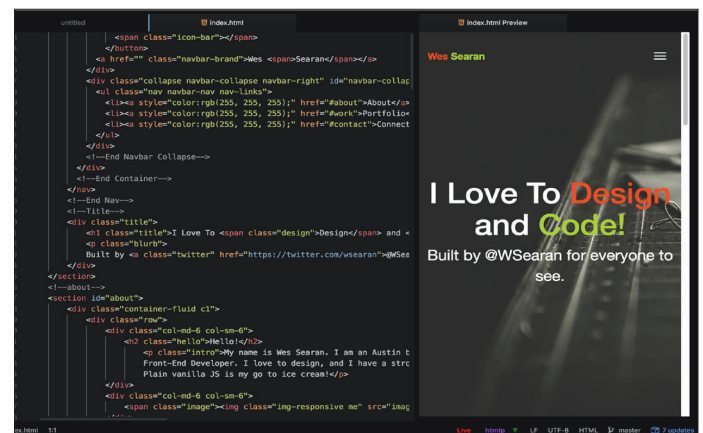
### Sketches



### Photoshop Mockup



### Atom Text Editor



### Google Chrome Tools

