anny tran

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work experience

graphic designer | gamercraft, inc.
aug 2021 - nov 2022

- built visual and brand elements; revamped logo design
- developed 2-3 mock ups for an updated user interface for web app in figma
- designed weekly social media graphics, blog thumbnails, tournament advertisements, & mock ups for merchandise using photoshop and illustrator
- increased user daily growth rate by 2.5% through social ads

graphic design intern | uci esports | university of california, irvine
july 2020 - june 2021

- developed marketing style guide in collaboration with a small creative team for campaigns
- designed 2 weekly promotional graphics for social media and formulated templates for reusability

student graphic designer | uci division of continuing education
jan 2020 - june 2020

- prepared custom illustrations and infographics for course materials while consulting mentors for feedback
- composed magazine advertisements using premade assets

skills

software
- adobe creative suite (photoshop, illustrator, after effects, premiere), figma, procreate, blender, microsoft office, visual code studio, bootstrap

other
- graphic design, digital illustration, video editing, motion graphics, typography, html/css

education

b.a. in art
university of california, irvine
sept 2017 - june 2021