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, sony vegas, blender, microsoft office

other

 graphic design, digital illustration, video editing, motion graphics, typography

education b.a. in art

university of california, irvine sept 2017 - june 2021