



# Brendan Wong

## Graphic Designer

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### RELEVANT EXPERIENCE

#### **Freelancing as a Graphic Designer (Apr - Aug 2021)**

- Creating a range of work from logos, business cards, and web design mockups
- Meeting and collaborating with clients to share the creative process with them
- Writing proposals and contracts to have written agreements with my clients

#### **Graphic Designer | UW CS Club (May - Aug 2021)**

- Designed social media posts and motion graphics using Adobe Illustrator, Photoshop, After Effects, and Figma
- Helped instagram page grow by 100 followers
- Sketch the plushie mockups of club mascot to send to manufacturing factories

#### **Graphic Design Intern | C17media (Apr - Jun 2019)**

- Designed vehicle wraps, brochures, and vectorized logos, using Adobe CC programs, for small business clients.
- Filmed and created social media content to show large format printing
- Collaborated with account managers to communicate with the client for clarity

### OTHER ACTIVITIES

#### **Kitchen Planner & Sales | IKEA (Jun - Oct 2019)**

- Interacted with a variety of customers and finding different ways to communicate to ensure understanding when planning a kitchen space

#### **Sales Playbook | BET 430: Sales Fundamentals (Fall 2021)**

- Worked in a team to help the startup CeragenGrow create a company sales playbook for their new sales hire

#### **WE Accelerate Pitch | University of Waterloo (Spring 2021)**

- Fertilizer idea came in 2nd place at the Concept by Velocity climate change pitch

#### **The Edition Gallery | Creators Collective (Winters 2019 - 2022)**

- Have my artwork displayed in the Creators Collective gallery & publication yearly

#### **Personal Website Portfolio (Jun - Aug 2021)**

- Designed and built my personal website using HTML, CSS, JS and Adobe XD

### EDUCATION

#### **University of Waterloo**

(BA) Global Business and Digital Arts (Sep 2018 - Jun 2022)

- Taken a range of course for design and business such as digital culture, ethics, privacy studies, interaction design, user research, and storytelling taught through collaborative projects.