



Luca Crognales-Manzoli

Graphic Designer

www.croggy.design

croggy.design@outlook.com

EDUCATION

Honours Bachelor of Design

York University & Sheridan College

Sept. 2017 – April 2022

SKILLS

DIGITAL TOOLKIT

Graphic & Motion Design

Photoshop, Illustrator, After Effects
Premiere Pro, InDesign, Audition,
HitFilm Express, Sony Vegas

Web & Interactive Design

Proficient in HTML & CSS, Webflow,
Webstudio, Adobe XD, Figma, Basic
understanding of Framer, Basic
understanding of JS libraries

AWARDS

York University Entrance Scholarship

September 2017

REFERENCES

All references available upon request

EXPERIENCE

Toys "R" Us Canada / Digital Designer

May 2023 – October 2023

Created graphics for use on the Toys"R"Us Social channels and eCommerce website.

Toys "R" Us Canada / Jr. Graphic Designer

July 2022 – May 2023

Acted as a floater, providing assistance to all design disciplines, while focusing on print work and in-store support.

Toys "R" Us Canada / Toy Floor Associate

September 2017 – July 2021

Provide information to customers who visit with the intention of making a purchase and assist in training new associates.

Quoted Tech / Graphic Design Intern

May 2021 – July 2021

Was instrumental in creating and identifying characteristics and developing brand materials that speak directly to the brands demographic while developing and designing the graphics, icons, colour palettes and social media content for use on the quoted tech website and their social media channels.

York Esports / Director of Marketing

January 2020 – September 2020

Led a team of designers to create content for the teams' social channels.

York Esports / Senior Graphic Designer

September 2019 – January 2020

Worked with a team of designers to create content for the teams' social channels.

ICGN / Volunteer Designer

April 2020 – May 2020

Worked with the creative team to create a brand identity and visual content to promote digital panels being hosted through Discord and Twitch focused on and centered around different aspects of the gaming industry.