

Contact

Los Angeles, CA

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Education

UNIVERSITY OF SOUTHERN CALIFORNIA

School of Cinematic Arts: Media Arts+Practice BA

Roski School of Art and Design: Art and Design BA

Graduates May 2021

GPA 3.83

Emily Fuesler

Artist and designer from Valencia, CA with interests in entertainment, world-building, and graphic design.

Skills: Photoshop, Illustrator, After Effects, Premiere Pro, InDesign, Maya, HTML, JavaScript, Arduino



Work Experience

GRAPHIC DESIGN INTERN **SOLEIL ENTERTAINMENT**

SEP 2020-DEC 2020

Worked as the only graphic designer on the team, developing the design language for the growing start-up through the creation of slide decks, branding design, editorial design, and motion graphics infographic videos for social media.

Sat in on pitch meetings for various projects and produced concept art to be shown to larger companies such as New Balance and Radical Media

COMIC BOOK ARTIST **USC ANNENBERG INNOVATION LAB**

MARCH 2021-PRESENT

Illustrated speculative future fiction stories written by the Innovation Lab's fellowship students in the form of comics with characters resembling the creators of the stories

Relevant Projects

HOLLOW **MA+P WORLD BUILDING THESIS PROJECT**

AUG 2020-DEC 2020

Research-based world building project which recounts a world imagined by a group of children in elementary school

Includes concept art, creature and environment design, and code-based interactivity which further informs the audience on the histories of this world

SCORGE **WORLD BUILDING MULTIMEDIA PROJECT**

JAN 2021-PRESENT

Speculative fiction world building project told through multiple medias including a short web comic, concept art, creature design and modeling