

GUNNAR HARRISON (he/him) is a multidisciplinary graphic designer based in Salt Lake City, Utah. His practice incorporates Identity Design, Motion Graphics, Image Making, UI/UX Design, Type Design, and Front-End Development. He has worked with a range of clients including: Nike, A24 Films, Google, Apple, Nécessaire, Otis College of Art and Design, ArtBook, Actual Source Books, and others.

EXPERIENCE

Nike (Contract)

Salt Lake City, UT

Graphic Designer

Oct 2021 – Present

Apple (Contract)

Salt Lake City, UT

Graphic Designer

Apr 2021 – Oct 2021

Actual Source

Provo, UT

Senior Graphic Designer

Feb 2020 – Apr 2021

Graphic Designer

Apr 2018 – Jan 2020

Graphic Design Intern

Jan 2018 – Apr 2018

214 Co.

New York, NY

Graphic Design Intern

May 2017 – Aug 2017

EDUCATION

Brigham Young University

BFA Graphic Design

Jun 2014 – Apr 2018

SKILLS

Adobe CC (Illustrator, Photoshop, InDesign, AfterEffects, Media Encoder, XD), Figma, Cinema 4D, Glyphs, Git, HTML, CSS, jQuery

AWARDS

AIGA 50 Books Award

2020

ADC Young One Silver Cube

2018

Graphis New Talent Gold

2018

Graphis New Talent Silver

2018

Bryan Peterson Scholarship

2017

McCray Magleby Scholarship

2017

Talent Award Scholarship

2016

FEATURES

Mouthwash

Web, 2020

The Brand Identity

Web, 2020

New Aesthetic 1

Print, 2019

BYU CFAC

Web, 2018

Klikkenthéke

Web, 2018

Extra Point

Print, 2018

DesignArts Utah

Exhibition, 2017

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