



Erik Laats
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Personal Skills 🧠



Digital Skills 🖥️

Web Designer: ● ● ● ● ● ● ● ● ● ● ○

HTML5, CSS3, JavaScript, FTP, WordPress

Game Developer: ● ● ● ● ● ● ● ● ● ● ○ ○

Unity 3D, C#, 2D/3D Asset Creation, Animation, Concept Art

3D Modeler: ● ● ● ● ● ● ● ○ ○ ○ ○

Blender, Vectorworks, Rhino, Maya

Social Manager: ● ● ● ● ● ● ● ● ● ● ● ●

FaceBook, Twitter, Instagram, LinkedIn, Salesforce, Reddit

Graphic Skills ✍️

Graphic Designer: ● ● ● ● ● ● ● ● ● ● ● ●

Photoshop, Illustrator, InDesign, Canva, Premiere

Illustrator/Artist: ● ● ● ● ● ● ● ● ● ● ○

Digital Art, Traditional Ink, Pen, Brush

Cartoonist: ● ● ● ● ● ● ● ● ● ● ● ●

Comics, Cartoons, Character Design, Page Layout

Visual Storyteller: ● ● ● ● ● ● ● ● ● ● ○ ○

Animation, Editing, Photography

UI/UX Designer: ● ● ● ● ● ● ● ○ ○ ○ ○

Visual Interface Design, Interactivity, Accessibility



Education

University of California: Davis, CA

Expected Degree: Graphic Design

2014 - present

Expected Graduation: June 2018

GPA: 3.5/4.0

Lexington High School, Lexington, MA

GPA: 3.66/4.0



Other

Ranked Super Smash Bros. player, Smash Club President, and local tournament organizer.

🧠 Work Experience

Graphic Designer

GLBT Legal Advocates and Defenders
Summer 2017

- Designed graphics, presentations, pamphlets, and other print and digital materials promoting equal rights for the GLBT community in New England.
- Worked with a public relations team to maximize community engagement.
- Created and managed large social media campaigns while identifying marketing and outreach strategies.

Data Analyst

Rekener and ZeroTurnaround, MA
2014-2016

- Worked independently and remotely.
- Used software like LinkedIn and Salesforce to help aggregate potential customer information and identify sales trends.
- Analyzed sales-based customer data.

STEM Teacher and Mentor

Einstein's Workshop, MA

Summers 2014-2016

- Worked as an instructor to teach kids topics such as programming, architecture, mathematics, design, 3D modeling, and more.
- Coordinated activities that allowed students to learn about advanced technologies, such as 3D printing and 3D modeling.
- Used games such as Minecraft as educational tools, creating math and architecture challenges for students within game worlds.



Webcomic

The Compundium

www.theCompundium.com

Summer-Winter 2017

- Published weekly comics posted to a personally designed website.
- Built large social media following, with hundreds of Twitter followers and thousands of upvotes on Reddit each week.
- Created and operated an online store.