



# Megan Diddie

Visual Communicator

## Contact

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Chicago, IL

## Portfolio

<https://mdiddie.github.io/diddie-design/>

## Selected Experience

- 2012-present Freelance Design and Video Editing**
- Executing variety of post production techniques including motion graphics, green screen, color correction, titles, animation, and special effects
  - Clients include Murmur Ring and Brown Planet Productions
  - Generate handdrawn and digital illustrations for print, web, and social media
- 2019-present Moth, Assistant Manager**
- Merchandize content for shop webstore and instagram
  - Design and oversee concepts for e-mail campaigns, photo-shoots, and brand identity
  - Train employees, process inventory and incoming products
- 2018 Marwen Art School, Teaching Artist**
- Taught After Effects, Photoshop, and drawing to middle school students
- 2015-2018 Riverside Graphics, Print Production Artist**
- Operated Konica Minolta printers, lamination, cutters, large format printers. Edited and proof read files.
  - Paper inventory and daily order for production needs
  - Pantone color matching

## Education

- 2019 - Current** HTML/CSS, and Javascript courses for designers at SuperHi Academy
- 2015** Master of Fine Arts in Studio Art, University of Illinois at Urbana-Champaign
- 2011** Post Baccalaureate Certificate in Painting and Drawing, School of the Art Institute of Chicago
- 2008** Bachelor of Fine Arts in Painting and Art History, Santa Clara University

## Skills

After Effects	●●●●●●
Illustrator	●●●●●●
InDesign	●●●●●●
Photoshop	●●●●●●
Premiere	●●●●●●
Storyboards	●●●●●●
HTML/CSS	●●●●●●
Javascript	●●●●●●
Animation	●●●●●●
Video Editing	●●●●●●
Visual Studio Code	●●●●●●
Problem Solving	●●●●●●
Teamwork	●●●●●●

## Awards

**DCASE Chicago Grant Recipient**, (Department of Cultural Affairs and Special Events), 2019

Completed video piece exploring Chicago's public bathhouses and parks. Screened in 2021 at Roots & Culture Contemporary Art Center.

**Student ACE Award**, (arts, culture, and education), 2014

Outstanding achievement as studio manager for Fresh Press, highlighting community paper-making workshops.