



# 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 Illustration**
- Create, produce, and edit animation and motion graphics using Adobe After Effects, Premiere, and Illustrator
  - Generate handdrawn and digital illustrations
  - Design graphics for web and print using Indesign, Illustrator, and Visual Studio Code
- 2018-present**      **Moth, Retail Ecommerce**
- Create video and photography content for Instagram and Shopify using Photoshop and After Effects
  - Design and brainstorm concepts for Mailchimp weekly e-mail campaigns
- 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

## Skills

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

## 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

## 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.