

GILLIAN ALEXANDRA PANGILINAN

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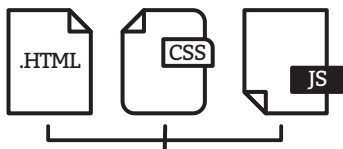
SKILLS



Adobe
Illustrator



Adobe
Photoshop



Front-End Development

HOBBIES



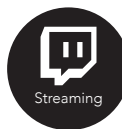
Art



Video
Games



Movies



Streaming



Food

EXPERIENCE

One Hit Wonder E-Liquid Graphic Designer

02/2018-Present
Las Vegas, Nevada

Worked on various marketing campaigns that involved crafting web banners, social media images and videos, email blasts in MailChimp, posters, T-Shirts and hats. I worked closely with the creative director and the rest of the graphic design team to create branding and packaging for new products. Created 3D product renders using Maya and Keyshot7 and communicated often with various teams in the company to ensure that our designs fit the guidelines of the e-liquid industry.

Freelance Graphic Designer and Illustrator

09/2016-Present

Worked closely with content creators from Twitch.tv, such as Pokimane, to develop branding and graphics for their channels including, but not limited to: profile banners, icons and avatars, off-line screens, information panels, channel subscriber emotes, T-Shirts, posters and stickers. During my time freelancing, I've developed skills in design, illustration and the ability to communicate and operate independently in a professional manner.

The T-Shirt Diner Graphic Designer

09/2017-02/2018
Las Vegas, Nevada

Utilized Adobe Illustrator and Adobe Photoshop to create custom or pre-fabricated graphics and prints for clients when they enter the shop. Worked with customers until their idea was refined into a product that could then be processed and made print-ready for a T-Shirt, hat, or sticker. Was responsible for receiving, processing, and fulfilling large orders in a timely manner by communicating clearly and effectively with co-workers in a fast-paced environment.

EDUCATION

Bachelor of Science Web Design and Development
Full Sail University

2016
Winter Park, Florida

ACADEMIC EXPERIENCE

ds-items.com

2016

As a final project for Full Sail University, I used HTML to engineer an online database of all items in Don't Starve™ using PHP and SQL instances to allow users to interface with the data. The website's visuals were done in CSS with some visual assets being re-used from the game for ease of use.