

# Renmark Marte

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## -- EDUCATION

### B Computer Science / B Media Arts (Hons)

(2013 - 2017)

University of New South Wales, Sydney

- \* Synthesises the technical and creative aspects of computing to create exciting, innovative, and research-led design solutions
- \* Subject focus: **graphic design, UX/UI design, 3D animation and modelling, human-computer interaction, Java programming**
- \* Member of the Dean's Honours List 2017
- \* Overall WAM: 76.32 (Distinction), High School ATAR: 95.70

## -- WORK EXPERIENCE



### Digital Design Intern DMG (Digital Media Group)

(July 2017 - October 2017)

- \* Designed the UX for desktop/mobile websites which includes creating moodboards, competitor research, personas, and wireframes
- \* Designed the UI for desktop/mobile websites which includes designing high-fidelity wireframes in Sketch, creating styleguides, and preparing assets for dev
- \* Collaborated with and presented to clients on a weekly basis to perform testing and get feedback



### Graphic Designer UNSW CSESoc & CSE Revue

(March 2013 - November 2014)

- \* Regularly designed posters, invites, and web banners for society events and advertisements
- \* Developed designs for both web (RGB) and print (CMYK)
- \* Worked under strict deadlines with pressure from full-time study



### Graphic Design Intern Bedsonline

(June 2017 - August 2017)

- \* Collaborated with the marketing and design team to design monthly advertisement campaigns that followed the branding of the company
- \* Developed designs for print such as newspaper advertisements, price tags for the retail stores, and mailbox brochures on a daily basis
- \* Developed designs for web such as Facebook carousels, Instagram posts, and Facebook advertisements and web banners



### Donut Production Krispy Kreme, Liverpool

(June 2012 - August 2014)

- \* Prepared doughnuts, fillings, and glazes for the Liverpool store and daily orders for 7-Eleven
- \* Cooperated with the retail and processing team to ensure that there was always enough product and they were of the highest quality
- \* Worked in a fast-paced and busy food environment

## -- SKILLS

### Software Skills

- \* Adobe Photoshop
- \* Adobe Illustrator
- \* Adobe InDesign
- \* Adobe AfterEffects
- \* Sketch App
- \* Invision
- \* AutoDesk Maya
- \* Java
- \* HTML5
- \* BootStrap
- \* CSS
- \* JavaScript

### Additional Skills

#### \* UX/UI design

developed the UX/UI for the Wondakiah website at DMG using target audience research, wireframing, prototyping, and design iteration

#### \* Visual communication

designed magazines, logos, posters, typefaces, and wayfinding elements at UNSW Art+Design

#### \* Time management

worked under stressful deadlines while studying full-time and working part-time

#### \* Quick learner

Self-taught HTML, BootStrap, CSS, and JavaScript in a month to create my personal portfolio

#### \* Team player

coordinated with the project manager and outsourced devs to deliver products in time at DMG

#### \* Inquisitive and enthusiastic

regularly joins design competitions where some of my work has been shortlisted (see portfolio)