





TANNIE DUONG


Graphic / Visual Designer - Illustration & Web Design




Contact

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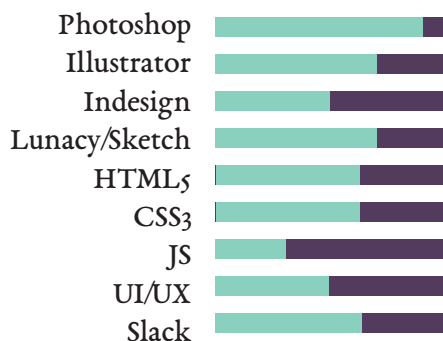
Education

2018-2019 Skillcrush, Inc. 
Break into Tech Course

2007-2012 Academy of Art University 
Illustration, BFA



Hard Skills



Soft Skills

Creativity
Problem-solving
Presentation/Pitching
Schedule & Time Management
Communication/Collaboration
Concise Writing
Active Listening
Interpersonal & Emotional Intelligence



Extras

- English, Vietnamese, Korean
 - Dvorak Keyboard
 - Spencerian handlettering
- Currently learning Wordpress



Profile

Visual Designer specializing in layouts, logos, and iconography with expert usage of design tools within the Adobe package. Strong understanding and deep intuition of user activity and interactivity in web applications. Specialized background in illustration and storytelling to bring out the best in branding stylization. Last but not least, working knowledge of HTML5 and CSS3 languages, with basic understanding of Javascript.



Work

2016 - Present

- Created art through small projects with friends, acquaintances, and family that included logo designing/branding, graphics, fine arts.
- Accepted work as a independent contracting nail artist for personal financial reasons, while learning and expanding my skills in graphic design and coding.

Freelance Artist - various works -

2012-2016

Legion Creative Group/Eclipse Advertising | Los Angeles, CA

- Assisted team in completing 4-6 3D post production assets during critical late evenings for a month.
- Masked characters with near perfect detail and color correction with up to 100% zoom in Photoshop.

Free Range Studios | Oakland, CA/Online

- Painted background pieces for animated projects, animated characters and repainted assets in Flash, created vector graphics for infographics.
- Created various illustration and graphic visuals on a per project basis, sending upwards of 30 fully rendered pieces for weeks-long projects.
- Increased workflow of generated assets for each new project by 20% using organized excel sheets, clear communication channels, and remaining on time and on budget.

Voltage, Ent | Online

- Drew various character outfit line arts per project basis, and fixed 100% of assets with incorrect anatomical detail from company's original art.

Graphic Design Intern

Cie Games

February 2013 - July 2013 | Long Beach, CA

- Completed a minimum of 6 post production assets a day for Car Town Facebook Events; along with using JIRA ticketing system to flag down all completed projects with other team member.
- Collaborated on a number of visual elements that include Nitto Legend car wraps, UI/UX elements, and Facebook events graphics.