



# TANNIE DUONG

## Graphic / Visual Designer - Illustration & Web Design



### Contact

714 · 705 · 3457

tannie.art@gmail.com

Corona, CA

<https://tannie-designer.com>

<https://www.linkedin.com/in/>



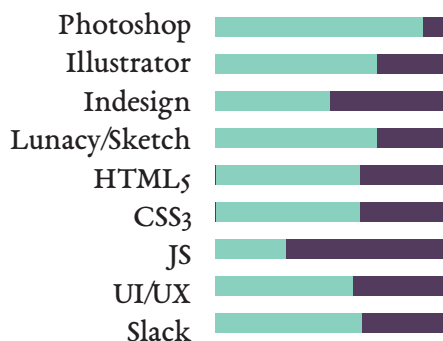
### Education

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 still through small projects with friends, acquaintances, and family that included logo designing/branding, graphics, fine arts.
- Accepted work as a independent contracting nail artist, 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 churning out completed of 4-6 3D promotional 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

- 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.
- Created various illustration and graphic visuals on a per project basis, sending upwards of 30 fully rendered pieces for a week-long project.

*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 2012 | 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.