

# DRAKE KORSON

**Designer, project manager, and pursuer of big ideas.**

Expertise in graphic design, branding, and visual communication, skilled at turning complex ideas into intuitive, engaging designs. Experienced in conceptualization, layout design, iconography, and interactive experiences across digital and physical media.

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Grand Rapids, MI

810-358-5658

## SKILLS

- Project Management
- Client Relations
- Graphic Design
- Adobe Suite
- Figma
- Blender
- SketchUp
- Branding and Identity
- Visual Communication
- Design Accessibility
- Concept Development
- HTML/CSS/JavaScript

## EDUCATION

### FULL STACK WEB DEVELOPMENT

100devs

*Expected 2025*

### B.S.A. IN ANTHROPOLOGY AND BIOLOGY

Western Michigan University

2014-2016

### A.A. IN GRAPHIC DESIGN

Kendall College of Art + Design

Mott Community College

2012-2014

## EXPERIENCE

### ENVIRONMENT DESIGNER + CRAFTSMAN / *Meta4Mat* / 2022 - 2025

- Led custom projects from concept to fabrication, using technical expertise and communication skills to transform client ideas into functional, visually cohesive designs.
- Designed builds, digital graphics, and interactive layouts, creating high-fidelity renderings, icon sets, and mockups with Illustrator, Photoshop, Figma, and Blender.
- Developed user-centered design solutions, balancing aesthetics, usability, and branding while producing technical documentation and vector graphics for fabrication and digital applications.

### MULTIMEDIA ARTIST / *Freelance* / 2020 - Present

- Designed logos, UI elements, and brand assets for businesses, ensuring high-impact visual storytelling.
- Created custom illustrations, web layouts, and marketing materials tailored for both print and digital platforms.
- Developed vector-based assets and wireframes to support product and interface design.

### EXHIBIT TECHNICIAN / *Grand Rapids Public Museum* / 2020 - 2022

- Designed and built interactive museum exhibits, integrating both 2D and 3D design elements.
- Created digital wayfinding graphics, labels, and exhibit layouts, ensuring accessibility and engagement.

### EXHIBIT MANAGER / *Grand Rapids Children's Museum* / 2019 - 2020

- Planned, designed, and installed museum exhibits using 2D and 3D concepts.
- Managed museum wayfinding, accessibility and graphic materials.

### OPERATIONS MANAGER / 2017 - 2019

- Oversaw daily operations, including classes, events, and scheduling.
- Managed staff schedules, budgets, and resources.

### PROGRAM COORDINATOR / DESIGNER / 2016 - 2020

- Created interactive learning experiences and promotional materials.
- Developed educational visuals and resources focused on accessibility and engagement.