

Tre Zamora

Honolulu, HI



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ABOUT ME

I'm a Graphic Designer interested in visual identity design, logo-design, typography, web design, illustration and game design. My foundation in graphic design is solid but I'm always looking forward to expanding my skill-set and learn something new.

EDUCATION

Kapi'olani Community College Honolulu, HI 96816

AS-NEW MEDIA ARTS- INTERFACE DESIGN

Academic Achievements

Phi Theta Kappa
Dean's List Honor Society
Kanaka Researcher

ACHIEVEMENTS

American Advertising Awards

American Advertising Federation (AAF)
National Silver - Sales Promotion
Publication Design - Cover/Editorial Spread
or Feature - Series

Pangea Top Emerging Talent

Pangea Freelance Accelerator Program
2022 Winter Cohort

WORK EXPERIENCE

2022-CURRENT

University of Hawai'i at Mānoa
UHCDC

2021-CURRENT

Pangea
Egaging Inquiry
Amata Agency
Loanspark

2021-2022

Kapi'olani Community College
Kapō'oloku NHSS Program
STEM URE Program

2020-2021

Kapi'olani Community College
Hula Preservation Society

2013-2019

T-Mobile
U-Moble Franchise

A&H Achievement Award Recipient

Kapi'olani Community College
Spring 2021

Guild of Guardians Creative

Brand Ambassador
Mobile RPG Creative Content Team

Graphic Designer/Project Assistant

Academic mentoring for students, creation of visual designs, videos, and marketing and advertising content that help guide, educate, and inform.

Freelance Graphic Designer

Work with clients by creating visual versions of brands, messages and communications to get their messages across in ways that are memorable, effective, and aesthetically pleasing.

Student Art Director & Mentor

Assist with graphic design, layout, photography, multimedia production, website design and management, and events coordination and marketing. of the Pueo o Ku STEM journal.

Video Content Editor

Research and create storyboards and videos for multimedia and educational viewing to perpetuate and preserve the art of Hula and the Kupuna that helped shaped it's future.

Sales Manager

Manage sales floor and associates to ensure sale goals are achieved monthly, scheduling, back-office operations, sales mentor training, and customer service.

SKILLS

Graphic Design 90%



Interface Design 86%



Illustration 82%



Visual Identity Design 80%



Creative Strategy 95%



TECHNICAL SKILLS

Adobe Creative Cloud 90%



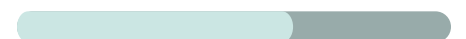
Interface Programming 84%



Figma 78%



Motion Graphics 72%



Lightricks 74%

