

# SHAUNA HOWELL

GRAPHIC DESIGNER

shaunahowell@gmail.com | www.shaunahowelldesign.com

## PROFILE

Highly skilled and enthusiastic Graphic Design Professional with over 15 years of experience, including expertise in art direction, print media, digital formats, environmental design, photography, and illustration.

## EXPERIENCE

### BYU Athletic Design

2015 - Present

#### Assistant Creative Director

- Create visual solutions for the athletic department in all areas, including signage, social media, print, recruiting, marketing, sponsored materials, environmental design, tickets, gear, internal department needs, and advertisement.
- Maintain ownership of large scale projects and sports, including managing all graphic needs for multiple sports, and designing and coordinating large-scale environmental projects.
- Develop, train and mentor other employees to ensure highest quality results.
- Foster professional relationships with team coaches, athletic staff, external contacts, and others, in order to best represent their vision and assist the Creative Director in completing tasks.

### Freelance Designer/Artist

April 1999 - current

#### Graphic Designer/Illustrator

- Created logos, corporate identities, promotional materials, digital campaigns, and other design solutions for a wide range of clients.
- Partial client list: Walt Disney Company, LDS Church, Daz 3D, Threadworks, PiperGunn, True Management, Sim Graphics, Glyphx, Tread Outdoor Products, Go Figure, Brigham Young University, Sunrise Mediation

### The Walt Disney Company

2003 - 2007

#### Lead Artist

- Created original art in the areas of character design, texture mapping, background painting, interface design, and marketing material for the development of Disney video games.
- Organized and supervised the artistic efforts for teams of 30+ people.
- Developed stylistic guidelines and artistic standards for various projects, and provided direction and training to the art staff in maintaining those guidelines.

### Utah Valley University

2005 - 2006

#### Professor

- Created and implemented a semester-long class plan to instruct students in the field of figure drawing.
- Instructed students in drawing, anatomy, and general artistic principles.
- Met with student regularly in order to help them meet both academic and personal goals.

### Saffire, Inc.

1999 - 2003

#### Digital Artist

- Created unique art for numerous video games, helping to define the feel and look of the games.
- Assisted in the design and creation of entertaining and memorable characters.
- Designed functional and aesthetic game interfaces and displays.
- Assisted in the training of other employees, in order to maximize product quality.

## EXPERTISE

- Advanced computer skills, including expert knowledge of the Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects, Sketch), Keynote, PowerPoint, Maya
- Highly developed design skills, including: typography, photo editing, color theory, composition, etc.
- Comprehensive knowledge of best design practices from start to finish, for print, digital and environmental needs, including working with printers, materials, vendors and installation,
- Exceptional interpersonal skills, including communication, mentoring, and working in a team environment.

## EDUCATION

### Brigham Young University

1994 - 1999

*Bachelor of Fine Arts, Illustration*

Named to the Dean's List

Talent Award Recipient