



**BELINDA
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EDUCATION

Rochester Institute of Technology, Rochester NY
Bachelor of Fine Arts, May 2010
Major: New Media Design & Imaging

EXPERIENCE

T-Shirt Express
Head of Art Department/Pre-Press (Sep '13 - Present)

Everything from designing original art to rebuilding pre-existing art to be used as films for screen printing. Mainly working in vector format using Adobe Illustrator. Prepping and printing films, inkjet transfers, and vinyl transfers, as well as creating artwork for large format vinyl banners and signs. Working with customers, taking their orders, and answering the phone. Also experienced with training seasonal help.

OfficeMax
Print Center Associate (May '13 - Jun '14)

Printing both small and large formats (laser and inkjet), making copies, laminating, book binding, designing and setting up files for print, and faxing for customers.

StormFrog
Freelance Illustrator

Designing and illustrating assets to be used in an iPad/iPhone game, working in Adobe Illustrator to create vector icons and illustrations.

Klein Steel Service
Freelance Designer

Creating logos and a website for a smaller company involved in the steel industry, working primarily in Adobe Illustrator and Dreamweaver.

HTB Press: Custom Screen Printing
Design Intern (Sep '10 - Jan '11)

Editing, designing, and preparing files in Adobe Illustrator and Photoshop for screen printing (shirts, posters, stickers, buttons, etc.). Working with clients to make sure the design matched their desired result. Photographing, editing, and setting up the gallery on the HTB website/blog, as well as making holiday banners.

SKILLS

Software:

Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe After Effects, Adobe Dreamweaver, Adobe Flash, Cinema 4D, HTML/CSS

Strengths:

Print Design, Illustration, Game Design, UI Design, Web Design, Photography, Concept Art, Storyboarding

COURSES

New Media Team Project:

Collaborated with a team of New Media Design & New Media Interactive Development majors to create an interactive installation, which was showcased at RIT's creativity festival, Imagine RIT. It consisted of several minigames, playable based on your proximity to a projection screen. My role as a designer, mainly using Photoshop and Flash, was to create everything from the website & blog to animating game assets.