# GRAPHIC DESIGNER

**Aman Kaur**
(Tracy, CA)
925.642.7307
amank2388@gmail.com
portfolio: **https://www.instagram.com/amank.designs** | **www.amank-designer.com**

**March 2019 - Present | Visual/Graphic Designer - Print & Digital**
**AK Designs | CA**
Bringing enthusiasm and creativity to the brand with strong attention to detail. Working with clients and their teams to develop brand identity and graphics for product illustrations, logos, website graphics and marketing/print collateral and much more. Strategies with sales/marketing and product teams to reach a particular audience and determine the scope of the project. Understanding the message and what the design should portray along with the brand colors, images, fonts, and layout. Making sure that all files are neat and organized while being efficient during the design process. Multitasking and juggling many projects on a day to day basis while working under very tight deadlines. Always proofread the final copy before submitting the files for print or publishing.

**EXPERIENCE**
**October 2019 - March 2020 | UI / Visual Designer**
**Occipital | San Francisco, CA**
Responsible for re-designing the Canvas website with an updated layout accompanied with new visuals and animations. Created icons and graphics for various projects. Worked with the UX lead to improve designs for mobile and web apps.

**August 2019 - October 2019 | User Experience Generalist**
**Valtix | Santa Clara, CA**
While working with this very young start-up in Cloud Network Security my main responsibility was to assist the Lead Product Designer and engineering team to improve the overall UI/UX of the product. Make sure that all visual elements were cohesive as well as develope and maintain the visual guidelines. Help the Marketing Director with miscellaneous tasks such as company swag and signage for trade shows.

**September 2018 - February 2019 | User Experience Generalist**
**Nvidia Inc. | Santa Clara, CA**
Responsible for handling various tasks within the UX department. Assisting with the new Human Interface Guidelines by creating static visuals and animations specifically catering to mobile and web interactions. Also helped spec the IxD for one of the components within the Human Interface Guidelines. Designed a master template and created illustrations for over 40 documents regarding user centered design methods.

**May 2018 - August 2018 | Visual Designer / UI Designer**
**Dwigit, LLC. | San Jose, CA**
Responsible for designing all visual elements per project. This includes UI design for enterprise software, customer presentations, mood boarding, dashboard layout and analytics. Assist with some interaction design and basic prototyping using Adobe XD.

**September 2016 - June 2017 | UI Designer**
**CastAR | Palo Alto, CA**
Worked with the UI/UX team to get product requirements successfully translated to logic flows and wireframes for developers. Created wireframes and translated them to Photoshop mockups. Explored UI and content layout to determine placement and spacing. Converted 2D designs to 3D for testing on the hardware.

Collaborated with the web team on design aesthetics for the pre-order website. Designed early concepts for page layout, using look and feel as defined by the brand guidelines. Provided all assets for the website, including realistic renders of the hardware and photo manipulated imagery.

**June 2012 - August 2016 | UI / Visual Designer**
**zSpace Inc. | Sunnyvale, CA**
Worked with Software and Product teams to finish projects from concept to finish. Designed visual elements for apps including UI in 2D and 3D, interaction design, asset creation, full scene setup for developers in Unity 3D and helped document best practices for design.

Helped design marketing collateral during our rebranding phase. Creating all iconography for our applications and system control panel.

## SKILLS

- Typography & Layout
- 3D Viz (modeling/texturing)
- 3D Rendering
- Image Manipulation
- Photo Editing & Retouching

- Photography
- Flowcharts & Wireframes
- Iconography
- 2D UI Animation
- Presentations/Templates

## SOFTWARE KNOWLEDGE

- Autodesk Maya
- Unity
- Photoshop
- Illustrator
- InDesign

- Omnigraffle
- Keynote/Powerpoint
- Sketch
- Adobe XD
- Adobe After Effects

## EDUCATION

**The Art Institute of California - Sunnyvale, CA**
**Associate of Science Degree  in Graphic Design**

**Full Sail University - Winter Park, FL**
**Bachelor of Science Degree in Computer Animation**