

# Aaron Robinson

Berkeley, CA  
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www.3rdraft.com

- Design
- Illustration
- 📁 Art Direction

## Skills & Abilities

### PROGRAM SKILLS:

Proficient in traditional art medium, Microsoft Suite, UI/UX Design, Print Design, Branding, Art Direction, White Paper Design, Data Visualization, Logo Design, Adobe Suite, Adobe Photoshop, Illustrator, and InDesign.

### TIME MANAGEMENT SKILLS:

Able to effectively work flexible shifts in fast-paced environments, alongside small and large teams.

### WORK PLACE:

Work well with multiple team members or independently. Easily adaptive to new work environments and situations.

## [Experience]

### Adentro/Zenreach

Communication Designer  
San Francisco, CA  
01/05/2021 - 01/05/2022 .....

Provide new design and branding elements outside of ad production and design. Along with working with leadership teams to create board/pitch deck, one-pagers and whitepapers.

### Brand Manager

San Francisco, CA  
01/05/2022 - 05/2022 .....

Provide new design and branding elements outside of ad production and design. Along with working with leadership teams to create board/pitch deck, one-pagers and whitepapers.

### Creative Circle

Production Designer  
Los Angeles, CA  
06/12/2018 - 12/21/2020 .....

Working with Madison Wells Media to create new assets for two game releases on multiple platforms before launch.

### AList Daily

Sr. Graphic Artist/  
News Designer  
Pasadena, CA  
01/01/2019 - 01/03/2021 .....

Produce editorial design, illustrations, icons, and web-banners and all original content. Create social media assets production.

### Los Angeleno

Graphic / Logo Design  
Pasadena, CA  
04/01/2019 - 05/12/19 .....

Logo, editorial and production design.

### Creative Circle

Production/  
Presentation Designer  
Los Angeles, CA  
10/05/2018 - 12/28/2018 .....

Perform daily tasks and produce original designs and icons for large scale presentation and data visualization, while working remotely.

### C|NET

Sr. Graphic Artist/  
News Designer  
San Francisco, CA  
02/08/2017 - 06/01/2018 .....

Collaborated directly with art directors, product designers, writers, and head editors to create a variety of web-based assets, editorial illustrations, icons, and web-banners.

### UBISOFT

Graphic Designer  
San Francisco, CA  
10/01/2016 - 01/01/2017 .....

Worked directly with art directors and production team to create a variety of web and print-based assets, advertisements, and in-game icons.

## [Education]

### BACHELORS [Graphic Design/Illustration]

California College of the Arts:  
Illustration/Graphic Design(3 years)

Sacramento City College  
Illustration/Graphic Design1(1 year)