



DANIELLE DAVIS

ART DIRECTOR & GRAPHIC DESIGNER

Los Angeles, CA
702.250.8814
danielle.davis94@gmail.com
danielledavisdesign.com

EXPERIENCE

Gnomon – School Of Visual Effects, Games + Animation

Los Angeles, CA

Art Director / Mar 2016 – Present
Designer / Nov 2013 – Mar 2016

Direct the visual identity design for Gnomon’s print and web advertising as well as the maintenance of the school’s website, other web projects, micro sites, event announcements, HTML emails, advertising materials and school resources. Develop identity for sister companies and projects as needed. Installation design, printing artwork and maintaining the website for the Gnomon Gallery.

Galleher Corporation

Los Angeles, CA

Marketing Communications
Coordinator / Jul 2013 – Nov 2013

Create all marketing materials including: flyers, special event flyers, promotional catalogs, product brochures, and package designs. Create and manage email marketing campaigns and contacts. Manage social media.

The Equity Group

Las Vegas, NV

Graphic Designer/Marketing
Coordinator / Aug 2011 – Jul 2013

Created a new corporate identity. Design and maintain all marketing materials including brochures, marketing packages, advertisements, event invites, aerial maps, vector maps, trade area maps, vector floor plans, and site plans. Draw floor plans and site plans. Responsible for all photography and videography of properties. Manage all online marketing and email marketing.

Creator Entertainment

Las Vegas, NV

Graphic Designer / Jan 2011 – Aug 2011

Created logos and identity designs for artists/DJ’s and events. Created poster designs and brochure designs, promotional sheets for artists and events, and designed various advertisements.

EDUCATION

Gnomon – School of Visual Effects, Games + Animation

Various course work includes: Intro to 3D with Maya, Digital Painting and Motion Graphics

University of Nevada Las Vegas

Bachelor of Arts, Art with emphasis in Graphic Design, Minor in Art History, 2006 – 2011

INSTRUCTION / COURSES TAUGHT

Gnomon – School of Visual Effects, Games + Animation

Graphic Design, Fall 2015 – Spring 2017

This 10-week course focuses on the fundamentals of graphic design as well as the essentials of composition and image-making as a whole. Students are taught the elements of graphic design along with composition and typography. In addition to the fundamentals of graphic design, the students also learn how to use Adobe Illustrator while continuing use of Adobe Photoshop.

Gnomon – School of Visual Effects, Games + Animation

Career Realities, Fall 2015 – Spring 2017

This is a 5-week course focusing on the core essentials for personal branding. Students learn how to brand themselves in a distinctive manner to represent their artwork and themselves. Students are given assignments to create their core branding through a logo design, business card design, portfolio website design, and resume design.

SKILLS

Adobe CC	UX Design	Typography	Poster Design	Social Media
Print Design	UI Design	Motion Graphics	Infographics	Marketing
Web Design	Identity Design	Currency Design	HTML Emails	Pattern Design
HTML & CSS	Style Guides	Illustration	Email Marketing	Surface Design