
GRAPHIC DESIGNER »

JENNY PARK

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408.387.4608

OBJECTIVE »

To get hired to design innovative products and create beautiful work with an motiative team

EDUCATION »

ACADEMY OF ART UNIVERSITY

Bachelor of Fine Arts, Graphic Design » Summer 2012 — Spring 2016

EXPERIENCE »

JUICEBOX GAMES

Design Intern, UI/UX Design » July 2015 — August 2015

During my internship I helped create icons, Facebook advertisements, promotional menus and other various UI/UX design aspects for the game. I was also taught how to use Unity and Perforce.

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Art Instructor » Summer 2009

I was hired to teach kids of various ages how to illustrate, create and teach how to use their creative minds.

SKILLS »

Adobe Illustrator, InDesign, Photoshop, After Effects, InVision, Unity, Perforce, User Interface, prototyping design and packaging

INTERESTS & HOBBIES »

Dogs, non-profit organizations, movies, prototyping packages

REFERENCES »

Sally Shum

Director of Interaction Design at Motion Math

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Thomas McNulty

Associate Director

School of Graphic Design at Academy of Art University

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