

melinda harvey

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experience

Freelance - onsite and offsite

Graphic Designer and Illustrator

Feb 2017–Present

- Communicate and collaborate with designers, copywriters, and clients throughout design process, explaining concepts and implementing client feedback
- Creating unique and engaging brands, brand collateral, websites and digital ads, and media kits onsite at branding agency TheNation
- Creating event branding, digital presentations, photobooth images, printed collateral and brochures for software tech startup LiveTiles
- Designing printed materials to promote and encourage students to engage with Japanese culture and to develop their language skills at Tenri Cultural Institute

Two Palms Press

Project Manager, Print-Maker

Feb 2011–Feb 2017

- Managed teams of four to six people for large-scale print projects, organized and assigned tasks to team members to create an efficient system of printing and to meet tight deadlines
- Collaborated with directors, major contemporary artists, clients, and other print-makers to create fine art editions, prints, and sculptural objects that sold at art fairs around the world
- Innovated color systems, papermaking, collaging, digital and traditional printmaking techniques in collaboration with artists
- Conceptualized and executed fine art projects through mediums such as silkscreen, etching, laser cutting, electroplating, collage, monoprinting, hydraulic press printing, and digital printing

summary

I'm a designer with a fine arts background. I now do a variety of work from branding to UX/UI, and digital and printed work, both onsite in an agency setting, and offsite with private clients and startups. I worked for several years at boutique print studio where I helped design and publish work with artists such as Chuck Close, Mel Bochner, Cecily Brown, and Richard Prince. My love for collaboration, problem-solving, and the challenge of navigating and appealing to different aesthetic sensibilities led me to the world of design.

education

Shillington School of Graphic Design

July 2017

Full-Time Graphic Design course

Awards: First Place, New York Packaging Design Competition

Columbia University

May 2010

Bachelor of Arts in Visual Arts

Bachelor of Arts in Anthropology

skills

Adobe InDesign, Adobe Illustrator, Adobe Photoshop, Sketch, Invision

Microsoft Office, HTML/CSS, SquareSpace

Spanish (advanced), Japanese (intermediate)