

miriam chan

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OBJECTIVE

Seeking a challenging opportunity to maximize and develop my skills and creativity as a graphic designer in an insightful environment.

SKILLS

Adobe Illustrator, Photoshop, InDesign, Dreamweaver, After Effects, HTML/CSS, Lightroom, and studio lighting techniques

WORK EXPERIENCE

Oct 2010 - Present

Graphic Design Intern, Landor Associates, San Francisco

- collaborate with creative directors and brand strategists to create prototypes
- develop design concepts for various clients, such as MillerCoors and WildAid
- participate in design critiques and assist in presentation preparations

Aug 2010 - Oct 2010

Graphic Designer, Bee Communications Limited, Hong Kong

- develop conceptual ideas to output marketing collateral for clients' needs
- design advertisements, annual reports, catalogs, and other print-related materials
- assist the senior designer and art director to brainstorm and experiment options

Oct 2009 - Present

Contract Graphic Designer, Cinequest, San Jose

- create symbols for film categories that enhance audiences' experience
- design print ads and program guide to promote the annual film festival
- collaborate with the marketing team to publicize the mission of Cinequest

Jun 2009 - Aug 2009

Graphic Design Intern, Creative Services, Ubisoft Entertainment, San Francisco

- design identities and related branding materials for various video games
- create promotional materials such as print ads
- explain concepts and ideas through comps and visual presentation

May 2008 - Aug 2008

Graphic Designer, Square Production Co. Ltd, Hong Kong

ACADEMIC QUALIFICATIONS

San Jose State University, San Jose, CA, Aug 2005-May 2010
BFA Graphic Design, BA Photography, GPA: 3.7

EXHIBITIONS

Selected Works from Neo, AXIS Gallery, Roppongi, Japan, Aug 2010
BFA Graphic Design Exhibition, Kyungwon University, Seoul, Korea, Jun 2010
Image and Idea, SJSU Gallery 5, San Jose, CA, May 2008

ACCOMPLISHMENTS

American Design Awards, San José State School of Art and Design website, 2009
International Design Workshop, Nihon University, Japan, 2008
Scholarship in Art and Design, San José State University, 2007-2009

LANGUAGES

Cantonese (native), English (fluent), and Mandarin (moderate reading & speaking ability)

INTERESTS

Shooting in film, painting, playing piano, gallery-hopping, and watching independent films

process with imagination