

# miri chan • graphic designer

## email

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## phone

415.465.0196

## 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, After Effects, HTML/CSS, Lightroom, studio lighting

## languages

Cantonese (native)  
English (fluent)  
Mandarin (moderate)

## interests

travelling, shooting in film, trying new recipes, gallery-hopping, watching independent films, biking and rock-climbing.

## favorite artists/creators

yayoi kusama, olafur eliasson, ai wei wei, tokujin yoshioka, mark rothko, andy warhol, donald judd, alexander calder, henri cartier-bresson, annie liebovitz, norman foster, etc...

## work

**Jun 12 - Present**

### Senior Designer, Anthem Worldwide, San Francisco

- collaborate with creative directors and brand strategists to develop design concepts
- create corporate brand identity system, packaging, and web/mobile design for clients (Safeway, Hormel, Lowe's, Bay Area non-profits and startups)
- art direct illustrators/photographers and fellow designers

**Oct 10 - Jun 12**

### Designer, Landor Associates, San Francisco

- collaborate with creative directors and brand strategists to develop design concepts
- create corporate brand identity system and packaging design for various clients (Microsoft, E.J. Exploratorium, Nescafé, Pernod Ricard)
- participate in design critiques and assist in presentation

**Aug 10 - Oct 10**

### Graphic Designer, Bee Communications Limited, Hong Kong

- develop conceptual ideas to output marketing collateral for clients' needs
- design advertisements, annual reports, catalogs, and web marketing assets
- assist the senior designer and art director to explore options

**Oct 09 - Apr 11**

### Contract Graphic Designer, Cinequest, San José

- create a visual system, design print ads, apparels, and program guide to promote the annual film festival
- collaborate with the marketing team to publicize the mission of Cinequest

**Jun 09 - Aug 09**

### Graphic Design Intern, Ubisoft Entertainment, San Francisco

- design identities, packaging, and marketing assets for video games
- create promotional materials for press and trade shows
- explain concepts and ideas through comps and visual presentation

**May 08 - Aug 08**

### Graphic Designer, Square Production Co. Ltd, Hong Kong

## academic

San José State University, San José, CA, Aug 05-May 10  
BFA Graphic Design, BA Photography, GPA: 3.7

## exhibitions

- Selected Works from Neo, AXIS Gallery, Roppongi, Japan, Aug 10
- BFA Graphic Design Exhibition, Kyungwon University, Seoul, Korea, Jun 10

## accomplishments

- American Design Awards, San José State School of Art and Design website, 09
- International Design Workshop, Nihon University, Japan, 08
- Scholarship in Art and Design, San José State, 07-09