

rebecca gisoo park

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objective

To obtain a graphic designer position allowing me to utilize my knowledge of print including, typography, image production, advertisement, and packaging.

education

Design I Media Arts, B.A.
University of California, Los Angeles
September 2001 - June 12th, 2005

business skills

Proficient with IBM-PC and Macintosh systems, Adobe Photoshop, Illustrator, Indesign, After Effects, Quark, Multiad Creator, Microsoft Word, Powerpoint, and Excel

Intermediate level with Flash, Inferno, Flame, Combustion, and Maya

honors & activities

2005 Adobe Design Achievement Awards

Environmental graphics honorable mention [group project]
Print design honorable mention [group compilation]

2005 Design Ministry

Editor-in-chief of the graphic design ministry for Young Nak. Oversaw and assisted in the creative production of flyers, pamphlets, and other materials.

experience

Knowledge Adventure

Marketing Designer - Oversaw and handled all in-house video game packaging. This includes, but is not limited to, creating mechanicals, pre-press preparation and press checks and submitting the project for print. Collaborated with the marketing team in the creative execution of many promotional items and video game advertisements.

2D game artist - Created 2D graphic interfaces, learning games, icons, and vector illustrations for the recently released computer game series, JumpStart World. Had daily experience working with an Art Director.

January 2006 - December 2007

Mpact Accessories, Inc

Designer - Responsible for the entire creative process from design concept to product finish and submittal to print.

July 2007 - January 2008

FastTrack Airport Parking

Produced kiosk screen proposals for an interactive expediting check-out system for customers.

July 2007 - September 2007

Oasis Homes

Renewed the company's look to be more appealing, refreshing and professional. Revamped the image of the home portfolio folder, a packet given to clients' prospective customers.

October 2006 - December 2006

Radium

Rotoscope Artist - Separated the specified elements from a video reel, enabling the compositor to insert 2D and/or 3D effects into the scene. Also matte painted video scenes to erase undesirable particles from the final film reel.

July 2005 - December 2005

Intern - Assisted employees and clients in various tasks around the office.

December 2004 - July 2005

The Daily Bruin

Responsible for creating, editing, and placing ads throughout the layout of the newspaper. Was promoted to classifieds editor in 2004. Trained and managed staff members in ad production processes - advertisements, classifieds, and night pagination.

April 2002 - February 2005 [Full-Time Employee]

Work examples available, references available upon request