



JUAN CARLOS SOLIS

GRAPHIC DESIGNER

OBJECTIVE

To be able to adapt my professional skill-set to any given task, style or guideline and contribute cutting-edge design in a dynamic and professional environment that values hard-work ethic.



EXPERIENCE

09/13 - Current

Pilot Automotive, Inc. - City of Industry, CA

Graphic Designer

- Conceptualize and design graphics / product for all types of output (digital and print) for informational, educational, publicity, sales and promotional purposes
- Manage multiple projects while closely meeting tight deadline schedules, style guides and budget margins

10/09 - 08/13

Global Energy Services, Inc. - Diamond Bar, CA

Graphic Designer

- Develop contemporary collateral designs that follow brand and industry standards
- Build corporate identity and manage all graphic and web production projects

01/09 - 12/09

Game Wizards (AILA) - Santa Monica, CA

Art Director - "Victim"

- Lead all aspects of art direction for "Victim" - a game-mod that was nominated for Best UDK Game of the Year in the 2010 IndieDB Awards (production team ranging from 20-40)

08/08 - 12/08

Media Arsenal - Woodland Hills, CA

Concept Artist Intern

- Created original concepts and other design elements for three online games



EDUCATION

2011

The Art Institute of Los Angeles (AILA) - Santa Monica, CA
B.A. Game Art & Design



PROFILE



La Puente, CA 91744



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LANGUAGES

English ●●●●●●●●

Spanish ●●●●●●●●

SOFTWARE

Photoshop ●●●●●●●●

Illustrator ●●●●●●●●

InDesign ●●●●●●●●

Dreamweaver ●●●●●●●●

3DS Max ●●●●●●●●

MS Office ●●●●●●●●

DESIGN FOCUS

- Art Direction
- Corporate Identity
- Creative Analysis
- Multimedia Design
- Concept Art/Illustration
- Typography
- Color Theory
- Product Photography
- Video
- Game Design
- Project Management