

# Arrielle Thomas

Graphic Designer and Digital Illustrator

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## Experience

### UI/UX Designer

Dotware Games | 2023 - Current

- Created and animated icons and buttons inside Unreal Engine using UMG Materials.
- Building user interfaces and implementing them using Unreal Engine Widgets.
- Designed interfaces such as the HUD, Main Menu, and Settings using Figma.
- Consult the team on UX/UI design decisions for optimal user experience.

### Freelance Graphic Design and Illustration

Self Employed | 2018 - Current

- Designed websites in Figma and built them using Squarespace, Wix, and WordPress.
- Sketched and colored tattoo designs through in Procreate.
- Created vinyl wraps and shirts for local print shops.
- Fulfill commissions for digital illustrations.

### Prepress Production Artist

The T-Shirt Diner | Seasonal

- Designed graphics for apparel using Adobe Illustrator for on-demand garment printing.
- Collaborated with others to ensure orders are made on time.
- Operated vinyl cutting machines, DTF, and DTG printers.
- Performed sales transactions and product delivery.

### Graphic Design Intern

Greenline West | May 2024 - Sep 2024

- Conducted proofreading and pre-flighting of materials prior to print production.
- Collaborated with team members to refine and enhance all projects.
- Ensured consistent brand identity across various deliverables.
- Designed marketing materials using Adobe InDesign.

### Children's Book Illustrator

1 Million Books in 100 Days | 2020 - 2021

- Held daily meetings to discuss the art direction of the book.
- Illustrated all pages using Adobe Photoshop.
- Crafted multiple storyboards.

## Education

### Associates in Graphic Communications

College of Southern Nevada | May 2023

## Certifications

### Adobe Certification

*Certified Professional in Visual Design 2019*

- Passed a Photoshop Exam about Visual Design.

### Adobe Certification

*Certified Associate; Visual Design Specialist CC 2018*

- Passed exams on Photoshop, Illustrator, InDesign, and After Effects to achieve this title.

### Designing User Interfaces and Experiences (UI/UX)

Coursera 2024

## Skills

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| <ul style="list-style-type: none"><li>Unreal Engine Widgets</li><li>Adobe Photoshop</li><li>Adobe Illustrator</li><li>Adobe InDesign</li><li>Microsoft Suite</li><li>Procreate</li><li>Figma</li></ul> | <ul style="list-style-type: none"><li>Prepress</li><li>Typography</li><li>UX/UI Design</li><li>Format Printing</li><li>Screen Printing</li><li>Print Production</li><li>Vector Illustration</li><li>Digital Illustration</li></ul> | <ul style="list-style-type: none"><li>Team Collaboration</li><li>Time Management</li><li>Troubleshooting</li><li>Leadership</li><li>Javascript</li><li>HTML</li><li>CSS</li></ul> |
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