

CARSON HALL

Technical Artist &
Graphic Designer

CONTACT

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SKILLS

Applications:

Photoshop, Illustrator, InDesign, Lightroom, After Effects, Unreal Engine 4, Maya, Cinema 4D, Substance Painter, ZBrush, Tilt Brush, and Microsoft 360.

Design Skills:

Logo, Brand Identity, Typography, Package, UI, UX, Print Layout, 3D Modeling, Web, Interactive, Apparel, Silkscreen Printing.

EXPERIENCE

- + REI Jan 2020 - Present
Retail Sales Specialist
 - Customer facing sales associate with solid interpersonal skills
 - Multi-tasked on the sales floor while being attentive to customers
 - Worked as part of a team to insure customer needs and sales goals were met
 - Developed understanding of sales principles and customer service practices

- + Freelance Designer July 2019 - Present
Graphic Design and Brand Identity
 - Freelance graphic designer for multiple clients
 - Designed multi-level brand assets for individuals and groups
 - Created promotional campaigns for client-based projects
 - Generated a variety of designs to fit specific client needs
 - Managed multiple projects in a timely manner to meet client deadlines

- + Ollie VR Application Dec 2018 – Apr 2019
Game Development and Graphic Design
 - Lead Technical Artist
 - Created dynamic branding and marketing materials for application
 - Worked remotely with a CA based team to meet project deadlines
 - Designed post process materials optimized for VR applications

- + Doggone Hungry Project Dec 2018 – Jun 2019
Game Development and Graphic Design
 - Team Technical Artist for Video Game Development
 - Constructed team branding and promotional materials for presentation
 - Managed teams web presence through multiple media outlets
 - Created various post processing materials with broad application
 - Winner of People's Choice Award at Geekend 2019*
 - Game of the Year Finalist at The Rookies*
 - Best in Show at Scad Entelechy*
 - 2nd in 3D Games at Scad Entelechy*

- + Luxury Zoo Project Sept – Nov 2018
Graphic Design and Brand Identity
 - Lead Designer for Brand Establishment project
 - Created a multi-platform brand design system in an accelerated timeline
 - Generated multi-faceted brand advertisements and branded merchandise

- + Voxx International June – Aug 2018
Graphic Design and Package Design
 - Design internship with Consumer Electronics based company
 - Updated and designed packaging to strict design standards
 - Managed various design projects from concept to inception

- + Camp Director of Arts + Crafts Summer 2015-2016
People skills and Problem Solving

EDUCATION

- + Savannah College of Art and Design Sept 2015 - Jun 2019
BFA - Graphic Design
BFA - Interactive Design and Game Development