

LILLY TAN



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lilly-tan.com

MULTIMEDIA DESIGNER || 2D & 3D DESIGNER AND ANIMATOR

Creative and versatile designer with a passion for bringing ideas to life through 2D and 3D design, animation, and multimedia design. Proficient in Adobe Creative Cloud and Microsoft Office Suite, with expertise in graphic design, motion graphics, video creation, web design, and developing multimedia assets for marketing, social media, and web campaigns. Adept at working in collaborative environments, managing multiple projects, and delivering compelling visuals. Known for innovative problem-solving, keen attention to detail, strong visual aesthetics, and a diligent work ethic.

KEY SKILLS

Adobe Creative Cloud | Microsoft Office Suite | 2D & 3D Design and Animation | Multimedia Design | Graphic Design | Infographic Design | UX/UI Design | Web Design | SEO Design | Motion Graphics | Video Editing | Storyboarding | Mockup/Wireframe Design | Marketing Design | Presentation Design | Project Management | Content Creation | Social Media Management | Data Visualization | Administrative Work | Customer Service | Team Collaboration | Communication | Photography

PROFESSIONAL EXPERIENCE

Argos Scientific, Inc. (Camas, WA)

Multimedia Designer

July 2023 - June 2024 (40 HRS/week)

- Graphic Design & Visual Content Creation: Designed and produced high-impact print and digital marketing materials, and a logo animation reveal video, using Adobe Creative Cloud. Developed client-facing presentation slides in Microsoft Office Suite.
- UX/UI Design & Website Development: Led UX/UI design initiatives for company and clients' website redesigns, enhancing user experience and engagement using WordPress, Visual Studio Code, HTML5, and CSS3. Created several mockups, wireframes, and test websites.
- Project Management & Team Collaboration: Coordinated projects with cross-functional teams, ensuring timely delivery and alignment with strategic goals.
- Stakeholder & Community Collaboration: Partnered with clients and community members to define objectives, gather feedback, and deliver aligned solutions. Hands-on experience includes setting up air quality monitoring equipment and capturing photography for content creation.
- Social Media Management: Managed LinkedIn, Facebook, X, and Instagram accounts. Developed content to increase visibility and foster strong client relationships.
- Administrative Support: Scheduled meetings, managed calendars, filed and organized documents, answered phone calls/emails, handled correspondence and maintained office supplies, and coordinated events.
- Technical Skills: Advanced proficiency in Adobe Creative Cloud and Microsoft Office Suite. Quick to learn new tools and technologies to meet project needs.

Electronic Literature Organization (Vancouver, WA)

Motion Graphics & 3D Modeling (Internship)

August 2022 - December 2022

- Illustrated storyboards in Photoshop to plan animation sequences for the game trailer.
- Presented drafts to the client for critique, incorporating changes to meet project goals.
- Rotoscoped the original *Uncle Buddy's Phantom Funhouse* music video in After Effects.
- Animated the logo and in-game assets using After Effects.
- Created a 3D animated scene for the game trailer in Maya.
- Worked closely with cross-functional teams, including the Multimedia Design team, Web Development team, and Social Media team.
- Met with the client to present the final products.

Self-Employed Freelancer (Vancouver, WA)

Freelance Graphic Designer

March 2023 - April 2023

- Redesigned the original logo using Illustrator, creating a refreshed brand identity for a family-owned restaurant.
- Presented several drafts to the client for critique and feedback.
- Created final designs in Illustrator, ensuring high-quality output for branding.
- Designed a window layout mock-up in Photoshop to visualize the restaurant's new look.
- Collaborated directly with the client, presenting final designs and ensuring satisfaction.

OTHER RELEVANT EXPERIENCE

Portland Indie Game Squad (Portland, OR)

Concept Artist and Illustrator

June 2023 - June 2023

- Collaborated in a two-week summer game project, *Hungry Hungry Hydra*, with Creative Media and Digital Culture (CMDC) students and alumni.
- Designed concept art and finalized artwork for in-game assets and promotional materials.
- Illustrated bakery-themed goods and buildings for the game's visual design.
- Created key art and logo illustrations for *Hungry Hungry Hydra*.
- Designed banner art for the game's itch.io page to enhance its online presence.

Portland Indie Game Squad (Portland, OR)

Concept Artist and Illustrator

June 2022 - June 2022

- Collaborated in a two-week summer game project, *Ramen Rush*, with Creative Media and Digital Culture (CMDC) students and alumni.
- Created ramen bowl illustrations and background art within tight deadlines using Photoshop.
- Produced multiple concept art pieces to help refine and finalize the game's visual theme.
- Collaborated with the team to ensure cohesive visuals and consistency in the game's art style.

EDUCATION

Bachelor of Arts in Digital Technology and Culture - **Washington State University Vancouver** (December 2022)

- Major in Digital Technology and Culture.
- Minor in Fine Arts.
- Game Studies & Design Certificate.
- Adapted proficiency in Adobe Creative Cloud, Autodesk Maya, Microsoft Office Suite, Tableau, WordPress, HTML5, and CSS3.
- Developed skills in 2D & 3D design and animation, multimedia design, graphic design, infographic design, UX/UI design, web design, motion graphics, video editing, storyboarding, project management, data visualization, team collaboration, and communication.
- Graduated with a 3.9 GPA.