

EMILY M. WEIL
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SUMMARY

Professional Graphic Designer since 1988 with years of experience in print and digital design and production.

Extensive Mac experience including Quark Xpress, Adobe Illustrator, Photoshop, InDesign, ImageReady, Dreamweaver, PowerPoint & Microsoft Office applications.

BFA in Graphic Design from California College of Arts and Crafts, 1989.

Talented, quality-conscious designer with creative ideas and special skills in organization and meeting deadlines.

PROFESSIONAL HISTORY

Graphic Designer/Owner

Red Eye Design
July 1996–present

Founded Red Eye Design in January 1996; became fully self-employed in July 1996. Projects include the design and layout of marketing collateral, catalogs, trade show graphics, logos, corporate identity, packaging, software manuals, direct mail, banners, splash screens, brochures, electronic clip art and calendars; web design.

Clients include Bon Appétit, NVidia, Capcom, Intuit, UC Santa Barbara, The Learning Company, Sony Entertainment, Adobe Systems, Browntrout Publishing.

Senior Graphic Designer

T/Maker Company
Mountain View, CA
August 1994–July 1996

Created new company logo and stationery; designed and produced packaging for children's software products; assured high-quality, cost-effective film output from service bureaus, assumed responsibility for design and production of press kits and sellsheets.

Graphic Designer

Electronic Arts
San Mateo, CA
September 1991–July 1994

Managed, designed and produced projects including videogame packaging, direct mail, logos, holiday cards, promotional T-shirts, sales presentations, manuals, signage; developed packaging line look for Macintosh games; coordinated outside illustrators, designers and printers.

Graphic Designer

Office Club
Concord, CA
June 1990–August 1991

Designed and produced printed materials including in-store logos, brochures, catalogs, direct mail, presentation folders and signage.