

EMMA ECHOLS

DESIGNER

www.emmaechols.com

CONTACT

emma.k.echols@gmail.com
706.962.7889

SKILLS

Branding
Toolkit Design
Social Media
Keyart Comps
Motion Design
Typography
Logos
Video Capture
Photo Editing

PROGRAMS

Adobe Illustrator
Adobe Photoshop
Adobe After Effects
Adobe Premiere
Adobe InDesign
HTML/CSS
Power Point/Keynote
Microsoft Suite
Miro
Jira/Job Tracking

RELEVANT EXPERIENCE

Blizzard

November 2022 - Current

Mid-Level Graphic Designer

At Blizzard, I was heavily responsible from the ground up for the online ads, social assets, and print ads for the Diablo IV launch. After launch, I have moved to conceptualizing, designing, and orchestrating Diablo Immortal ad campaigns and additionally supported the team with in-game capture.

Ubisoft

October 2020 - October 2022

Full Time Graphic Designer

My primary responsibility was to create marketing toolkits for new AAA games that were referenced by worldwide teams. These toolkits were used to create bundles and assets for digital platforms and physical stores. I also designed content creator graphics packages, swag boxes, video endcards, logos, and keyart comps.

May 2019 - October 2020

Freelance Marketing Designer

While freelancing, I primarily designed marketing bundles for digital and physical store placements. I also shadowed art directors on creating assets for special seasonal events and creator events.

Super Evil Megacorp

June 2017 - March 2019

Senior Designer

At SEMC, I managed all visual design for marketing, advertising, partnerships, and social media, as well as supported monetization and editorial teams with graphics. I also made UI assets to support monetization in-app itself.

EDUCATION

Rochester Institute of Technology

Bachelors of Fine Arts in Graphic Design

Minor in Art History

December 2016

GPA: 3.8



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