

EMMA ECHOLS

DESIGNER

www.emmaechols.com

CONTACT

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706.962.7889

SKILLS

Branding
Social Media
Keyart Comps
Motion Design
Typography
Logos
3D Rendering
Photo Editing
Animation

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

Ubisoft

October 2020 - October 2022

Graphic Designer

Ubisoft hired me full time after freelancing. My primary job was to create marketing toolkits from the ground up which are referenced by worldwide teams to create bundles and assets for digital platforms like the Playstation Store, and physical stores like Gamestop and Walmart. I also orchestrated 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.

BZDesign

May 2016 - May 2017

Designer

At BZ, I held a lead position in branding and marketing campaigns, managing many clients on my own. I had the opportunity to run client meetings and take the lead on projects.

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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[@emmaecholsdesign](https://www.instagram.com/emmaecholsdesign)