



graphic designer

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Denver, CO

EDUCATION

**UX Design Certificate**  
*December 2023 - May 2024*  
*Online*

**Northern Arizona University**  
BFA Graphic Design  
*September 2009 - May 2012*  
*Northern Arizona University*

**Northern Arizona University**  
BS Advertising  
*September 2009 - May 2012*  
*Northern Arizona University*

SKILLS

*Technical Skills:*

- Logo Design
- Sketching
- Branding
- Visual Identity
- Wireframing
- Prototyping
- Usability Studies
- User Research
- Presentation Design
- Motion Design

*Industry Knowledge:*

- Corporate Design
- Visual Communication
- Marketing
- Branding

*Tools and Software:*

- Adobe Creative Suite  
*(Photoshop, Illustrator, InDesign, After Effects, Adobe XD)*
- Canva
- Figma
- Google Slides/Powerpoint
- Wordpress
- Unreal Engine
- Maya

PROFESSIONAL EXPERIENCE

**UI/UX and Graphic Designer** ICR, Inc. • *August 2023 - present*

- Led comprehensive branding development for 6+ unique projects, crafting logos, design guidelines, and digital/print materials that supported the launch of three new revenue streams and improved market visibility.
- Facilitated discussions with stakeholders and customers, including engineers, product development, and compliance teams, to gather insights and implement three key improvements that resolved major branding and UI/UX inconsistencies.
- Modernized legacy designs according to compliance regulations and accessibility standards, guaranteeing that 100% of the products are accessible and compliant for all customer groups.
- Redesigned website flow and navigation menus, decreasing misdirected customer clicks by 30% and improving user workflow efficiency.
- Produce wireframes and prototypes for various ICR properties as well as direct and create overall ICR marketing materials including presentations, slick sheets, and other collateral.

**Senior LiveOps Artist - Remote (Contract)** Player First Games | Warner Bro Games Multiversus • *June 2024 - November 2024*

- Imported, posed, and lit 3D character models using Unreal Engine and Maya to achieve visually impactful results.
- Rendered high-quality 3D character models in Marmoset to support marketing and production deliverables.
- Coordinated directly with the art director on visual asset presentation, enhancing workflow efficiency by creating templates that reduced time spent on revisions from three days to just one day per project cycle.

**Graphic Designer** Sonatype • *March 2022 - May 2023*

- Collaborated seamlessly with marketing and Developer Relations teams to produce 50+ visual assets that directly supported strategic initiatives, enhancing brand alignment and contributing to an increase in user engagement across platforms.
- Developed and managed over 60 distinct media assets, including print materials and UI/UX interfaces; executed rigorous quality checks to ensure all deliverables met brand standards, enhancing visual impact across diverse platforms.
- Produced over 30 unique visual graphics for social media platforms based on brand guidelines; increased engagement metrics by fostering higher interaction rates with followers during targeted advertising efforts.
- Developed interactive displays incorporating compelling visual storytelling elements specifically for diverse audiences at four multinational trade shows.
- Drove the strategic overhaul of branding elements for the ADDO conference; facilitated user feedback sessions that identified top design preferences leading to improved overall satisfaction ratings among attendees by significant margins.