

RYAN PEDERSEN

GRAPHIC DESIGNER 



EDUCATION

2009 - 2013

St. Cloud State University, St. Cloud, Minnesota
Bachelor of Graphic Design



WORK EXPERIENCE

GRAPHIC DESIGN

2014 - Present: OrangeBall Creative, Contract Web Designer

2013 - 2014: Gaslight Creative, Graphic Designer

2013: SCSU University Communications, Graphic Designer

2011: Outdoor Partners, Production Assistant

2009 - Present: Free-Lance, Graphic Designer

QUALITY ASSURANCE

2014: Big John Games, Gameplay Consultant

2011: Outdoor Partners, Quality Assurance Lead

2010: GameMill Publishing, Quality Assurance Tester

2005 - 2008: Activision Value, Quality Assurance Tester



DESIGN SKILLS



ADOBE CS6 SKILL



Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe Dreamweaver

Adobe AfterEffects



Typography



Web Design



Game Design



HTML/CSS



Multitasking



UI Design



Illustration



Sketching



Photography



Social Media



OBJECTIVE

To obtain a position that will enable me to use my strong artistic skills, quality assurance background, and my passion for design.

CONTACT



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REFERENCES

References available upon request.