

SAM KITTINGER

DESIGN / WEB / ILLUSTRATION

Objectives

Graphic design, as a social and market-driven field, requires an understanding of multiple platforms, opinions, and creative options. Diversity and openness through experience should be the ultimate goal designers strive to achieve. I hope to be challenged to learn more of the design profession through a myriad of projects that build client-designer collaboration.

Education

Maryland Institute College of Art, Baltimore Maryland

August 2008 – May 2012, BFA in Graphic Design

- Top 10% of scholarship recipients.
- Works included in: 2008 and 2009 Foundation Exhibition.
- 1 of 3 Merit Award Winners at annual Juried Undergraduate Exhibition, 2009.

Skills

Software skills

- Adobe Photoshop, Illustrator, InDesign, Dreamweaver, Flash, and AfterEffects.
- Over 5 years experience with HTML, CSS and PHP coding.
- Digital and darkroom photography experience.
- Illustration skills include: digital illustration, painting, and fine-art drawing.

Experience

Under Armour, Graphic Design Intern

January – April 2012

- Worked in collaboration to create prints and graphics for women's apparel.

MICA: Electronic Media & Culture Teaching Assistant

September 2010 – December 2011

- Assisted teaching curriculum focusing on digital fabrication and design.

MICA: Campus Print Studio Assistant

January – March, 2010

- Assisted printing for students and faculty, including formatting for print and learning printing processes.

Camp Invention & Club Invention Graphic Designer

Spring 2008

- Collaborative projects included creating and editing fliers, campaign ads and promotional material.

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