



Melinda L. Filonuk

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Designs created for major retailers globally, including:

Walmart, Target, Spencer's Gifts, Hot Topic, CVS, GameStop, ThinkGeek, FYE, and more.

Designs created from major licenses globally, including:

Pokemon, Marvel, DC Comics, Star Wars, Disney, Harry Potter, Warner Brothers, Paramount, Sanrio, Fox, Simpsons, and more.

Skills:

Ukulele, soccer, photography, videography, sewing and knitting, Basic HTML and CSS website coding, theatrical set design.

Experience in Autodesk Maya, Cinema 4D, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Adobe Flash, Adobe Dreamweaver, Adobe InDesign, Adobe Lightroom, Adobe Audition, Microsoft Word, Microsoft Excel, Microsoft PowerPoint

Proficient in Windows and MAC

Freelance Graphic Artist - The Media Lunch Break Podcast February 2018 – Present

Operated as lead social media content designer for a prolific content creation company. Designed and produced all graphic imagery and assets; story-boarded, shot, and edited video content; composed text-based posts in the style and voice of the company with elements tailored to fit the company's mission; all working to establish a brand and all reaching thousands of fans. Social media platforms include TikTok, Twitter, and Instagram (with videos reaching thousands of views).

Sr. Production Designer - Silver Buffalo LLC February 2017 – Present

Provides leadership and guidance to Production Design team.

Provides support to the Creative Director for day-to-day Production Design tasks.

Oversees workflow of projects among Production Design team and delegates priorities to designers as needed.

Production Designer - Silver Buffalo LLC February 2016 – February 2017

Responsible for creating production-ready print files from concept designs per project directive.

Maintaining managing all product templates needed to execute final intended designs.

Preparation of packaging print files based on licensor's standards.

Jr Graphic Designer - Andrews + Blaine Ltd May 2015 – November 2015

Production of print file layout based on provided concept designs per project directive,

Responsible for procedure of product's completion from product sampling to mass production,

Reviewing factory samples for error and advising any revisions to the factory.

3D Generalist/Animator - AugThat March 2014 – April 2015

Responsible for creating kinetic typography animations in accordance to a provided script and voice recording.

Mapping 3D assets with attention to polygon count and texture sizes.

Unwrapping and balancing UVs for texture painting.

Exporting meshes with embedded textures and animations for use with augmented reality software.

Education:

Brookdale Community College Lincroft, New Jersey

Associate in Arts, December 22, 2010

Monmouth University West Long Branch, New Jersey

Bachelor of Fine Arts in Art: Concentration in Animation, August 2013
Dean's List