Mothy Ward

Digital Designer
& Illustrator

Contact

Portfolio
mothydesigns.com
vimeo.com/mothydesigns

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971.241.0957
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Skills

Graphic Design
Adobe InDesign
Adobe Illustrator & Photoshop
Handlettering & Calligraphy

Web & UI Development
HTML & CSS, Wordpress & Drupal
Adobe XD, Dreamweaver & Muse

Package & Product Design
Invision Studio & Sketch
Google Sketchup

Motion Graphics & Video
Adobe After Effects & Mocha
Adobe Premiere & Audition

Accolades

Official Selection
AIGA Portland, 06/2018
The MIX Portfolio Review

Best Visual Effects
48-Hour Film Festival, 06/2017
Team No Sunrise Wasted

About Me

I have over two years of experience in print and web design, as well as a background in visual design for film and multimedia. I'm interested in opportunities to work with a collaborative team on projects involving branding, packaging design, UI & web design, or publication design.

Work Experience

Freelance Graphic Designer
Mothy Designs, 10/2018–present
Clients: Bridgewell Agribusiness, PowderPure, Bodega Studios, Nomenstatua

- Boosted pre-sells of three new agricultural product lines with branding and package designs that were completed ahead of schedule
- Invigorated the fundraising efforts for a filmmaker's debut feature film by compiling video galleries, slideshows, and signage for promotional events
- Doubled the number of donors and sponsors of the film project in about two months, ultimately raising over $100,000 for the project

Art Department Assistant
Lorelei Productions, 09/2018–11/2018

- Enhanced believability of film sets by creating over two dozen different flyers, posters, and ads suited to various scenes and their respective art direction
- Doubled or tripled the number of possible takes for certain shots and scenes by making and painting backups of certain props intended to be broken on-set

Graphic Design Tutor & Print Technician
Portland Community College, 03/2017–06/2018

- Led lab sessions providing hands-on instruction, empowering students to troubleshoot and problem-solve software and printing issues
- Managed a print job queue during project crunch time, facilitating daily page counts of up to 500 sheets

Graphic Designer & Key Grip
No Sunrise Wasted, 06/2017–12/2017

- Enriched actor immersion and engagement on-set by creating original character art for an animated short to be viewed in a scene
- Received an award for Best Visual Effects after hustling with members of the sound and VFX teams to complete a short film in less than 72 hours

Print & Packaging Designer
Moth Effect Games, 12/2015–04/2016

- Optimized the legibility and usability of board game assets, using A/B testing to clarify and simplify content and designs for print

Education

AAS, Graphic Design
Portland Community College, 06/2018

Certificate, Multimedia & Video Production
Portland Community College, 09/2017

BA, Art & Visual Culture
Linfield College, 06/2009