

# TRAVIS MORRISON

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## EXPERIENCE

- Freelance / Contract Graphic Designer for 9+ years
- Ran projects solo, from concept to final deliverables
- Partnered with agencies and have worked in team environments both as a leader and as a member
- Established best practices, process, and organization efforts for agencies
- Work in print and web, often preparing files for development handoff as well as developing myself when necessary.
- Go to resource for difficult problems / projects that require varied or niche skillsets

## SKILLSET

- UI - 2D design, 3D design
- UX - Problem solving, wireframes, user journey, user flow, user personas, prototyping
- Animation
- Graphic Design

## SOFTWARE

- Adobe Creative Suite - Photoshop, Illustrator, After Effects, others
- Figma, Sketch
- C4D

## EDUCATION

- Completed UX / UI for Games course with instructor Ivy Sang of EA, Bungie, Blizzard. Received recommendation letter for finishing top of the class.