

Kassun Majchrzak
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I am looking for a Graphic Design position within a company that values its employees, their work, and will afford me opportunities to utilize my diverse set of knowledge and skills in a fun, creative work environment. I work great within a team as well as independently. I value feedback on my designs whether it's positive or creative constructive criticism. I have a strong background in Graphic design, illustration, UI/UX, 3D modeling and animation. The enclosed resume elaborates on my skills and experience. I would appreciate the chance to meet with you to discuss how I could value to your team.

Thank you for your time and consideration. I look forward to talking with you on how I can add value to your company and team.

Sincerely,
Kassun E Majchrzak

Education and professional affiliations

- The Renaissance Center, Dickson, TN, 2002 – 2003
- Art Institute of Minnesota, Minneapolis, Mn, 1997-1999
- Minnesota School of Computer Imaging, Richfield, MN, 1996-1997 ○ Duluth
- Marshall, Duluth, MN, High School Diploma, 1990 -1994
- Member of ACME Siggraph and Minnesota Maya User Group

Employment History

SCS Interiors Duluth Minnesota | August 2020 – September 2022

- 3D modeling and animation
- Graphic design
- Video Production
- Print
- Web design
- Illustration
- 2D Motion graphics
- Marketing collateral

GeaCom Inc. Duluth Minnesota | 23 May 2012 – 18 July 2019

- Graphic design
- Web design
- Medical Illustration
- 3D modeling and animation ○ Illustration
- 2D Motion graphics
- Marketing collateral
- UI/UX design

Freelance Designer - 2000 – current

- 3D modeler and Animator
- Graphic Design
- Web design
- Illustrator

Job Responsibilities

SCS Interiors. | *sole designer*

- Created a system in which customers were able to see and interact realtime with a 3D model to visualize changes and updates to their custom seat designs for their Cirrus aircraft. Previously the interaction with customers was an impersonal flat 2d illustration in black & white with colored swatches.
- Shot, produced and edited videos for the company to include introductory, how its made and educational step by step.
- Created print collateral.
- Worked with the CAD team on creating logos and art work illustrations for the embroidery department.
- Photographed and edited images for web assets.
- 3D modeled interiors and touchpoint's for customers aftermarket aircraft.
- 3D modeled seat designs to use for visualization. In addition models were UV unwrapped and pieces were assigned as selection sets for ease in customization fabric and leather materials.

GeaCom Inc. | *sole designer*

- Adherence to a strict file management practice for over 200+ medical and educational protocols in multiple languages.
- Clear written and verbal communication skills when sharing information internally and with 3rd party companies on collaborative animation and video projects.
- Created wire frames, storyboards and design mockup's for refinements of designs and ideas. ○ Created universal illustrations (medical, technical and print), assuring that images are definable and easily readable across multiple cultural backgrounds, age groups and literacy levels for medical CITE engagements and education.

- Created 2D and 3D animations of procedures (e.g.: breast cancer, Lumbar puncture, colon cancer education) for patients with an English speaker talent on screen and then created a system and workflow to transition those animations and timing to other foreign languages such as; Vietnamese, Hmong, Punjabi, Karen, Karenni, Spanish, Russian, Somali, Swahili, and Mandarin (simplified and traditional).
- UI/UX design for medical device, Phrazer, on a heavily modified Android platform for providers, patients and an entertainment suite that includes movies, audio books, and on-demand content (PEPS) for patients.
- Transitioned UI's from English to foreign languages (Spanish, Mandarin Chinese simplified and traditional).
- Created illustrations, UI's and interactive animations for Austin Public Schools on Phrazer's educational platform to assist in SIGHT words education for kids to improve their reading and spelling skills. As well as a back end for parents to track their child's progress through SIGHT's 30-week educational program.
- Created interactive graphics and animations on Phrazer's educational platform to assist teachers in the sit-down review process with parents on their child's educational progression. This was done for both native English-speaking parents and non-English speaking parents and/or guardians (Karen, Karenni, Spanish, Vietnamese).

Freelance work

- (2012) Web/Graphic designer, Superior Choice Credit Union, redesigned entire website and print collateral for image reboot
- (2006) 3D modeler, Wolf media, Modeled character assets based off provided clay sculptures, concept art and dioramas for a pilot movie. (NDA contract)

Technical skills

- Graphic, Web design and Illustration
- Video Production
- Motion graphics
- 3D Animation, Modeling, Layout and Texturing
- Typography & Print collateral
- UI/UX design

Software Knowledge

- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe InDesign
- Adobe Dreamweaver
- Adobe Audition
- Adobe Lightroom
- Adobe XD
- Final Cut
- Sketch
- InVision
- Redmine
- TeamWork
- Slack
- MS Office Suite
- Pages, Numbers, Keynote
- Google Doc's and Microsoft Office suite

Thank you for your time and consideration.