Emily I. Mena

JUNIOR GRAPHIC DESIGNER

EM

Contact

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Education

Arizona State University
Tempe, Arizona
Bachelor of Science in Design
GPA 3.54
August, 2021 – Current

Mt. San Antonio College
Walnut, California
Foundation Game Design
GPA 3.97
August 2023 – Current

Objective

As a Graphic Designer, my primary objective is to assist in the creation of projects by drafting, editing and improving the design of compelling graphic visuals. Utilizing my skills in both Adobe, 3D programs, and interest in typography, I strive to abide by visions set by both employers and clients alike. All the while working for and alongside other designers of similar and seniority levels to bring a visual tale to life.

Experience

February 2025 – March 2025
2025 Student Exhibit Poster Designer • Arizona State University

April 2025
Exhibit Design Committee Lead • Arizona State University

August 2021 – May 2022
Inventory and UI Designer • Solar Vertigo

Responsibilities: Drafted and created the principal exhibit poster for Arizona State University's 2025 student designer clock exhibit. Created the character design, background and pixel animations for student made tech demo showcased at Mt. San Antonio's 2023 'Game Fest'. Designed and implemented a simple inventory & crafting system as well as UI for a yearlong student project in Unity Studio.

Key Skills

- Adobe Studio (Photoshop, Illustrator, InDesign, Premiere Pro)
- Toon Boom Animation (Storyboard Pro, Harmony)
- Unity Studios
- Microsoft Office
- Maya, Substance 3D
- Time Management
- Team-oriented
- Accommodating