jules riseling

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Experience

First Bite, Visual Novel Game   Contract Game User Interface & Logo Designer
Remote, USA · April 2021 - September 2021 (6 months)
Technologies Used: Adobe Illustrator and After Effects, HTML

- Developed the UI design and identity in collaboration with the developers
- Generated pixel-perfect assets in line with the brand style
- Wrote HTML for the promotional website of First Bite
- Designed and animated the logo of the studio, First Bite Games

Re;Act, Board Game   Contract Game User Interface & Identity Designer
Remote, USA · March 2021 - Present (1+ year)
Technologies Used: Adobe Illustrator and Photoshop

- Designed UI and branding in collaboration with game designer
- Played-tested the board game to ensure UI design's effectiveness
- Prepared files for both digital and print applications
- Kept layers clearly labeled and color-coded

Various Fan Projects   Identity, Graphics, & Publication Designer
Remote, USA · March 2020 - Present (2+ years)
Technologies Used: Adobe Illustrator, Photoshop, After Effects, and Premiere Pro

- Designed a cohesive brand identity that was consistent throughout each project
- Created layouts for 100+ page anthologies that adhered to the brand style
- Created graphics, icons, and banners optimized for Twitter, Instagram, and Tumblr
- Generated mockups of products for digital storefront graphics
- Communicated with project members via email, twitter, Discord, and Google Docs

Education

Milwaukee Institute of Art & Design - Illustration & Communication Design
Milwaukee, WI · August 2019 - May 2022
BFA in Illustration - May 2021, BFA in Communication Design - May 2022

- President's List for 5 Semesters
- Board of Trustees Merit Scholarship
- GPA: 3.95/4.00, Summa Cum Laude

Skills

Adobe Photoshop	Adobe Illustrator	Adobe Premiere Pro
Clip Studio Paint	Adobe After Effects	Microsoft Office
Procreate, iPad	Adobe InDesign	Google Suite