

TIM FANGON

CREATIVE DESIGNER & ILLUSTRATOR

he/him/his

SKILLS

PROFICIENCIES

Graphic Design
Logo Design
Photography
Layout Design
Brand Development
Marketing
Image Retouching
Color Management
Illustration
Web Design and Development

SOFTWARE AND TOOLS

Adobe Illustrator
Adobe Photoshop
Adobe After Effects
Adobe InDesign
Adobe XD
Visual Studio Code
Microsoft Office
Wacom Cintiq

EDUCATION

BACHELOR OF FINE ARTS ANIMATION / ILLUSTRATION

SAN JOSÉ STATE UNIVERSITY
*Visual Development,
Design, and Illustration Emphasis*
2015

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EXPERIENCE

SENIOR DESIGNER, DIGITAL

T-MOBILE US | BELLEVUE, WA (06.2021 - PRESENT)

Graphic and production designer reporting to brand creative studio director on the T-Studios Creative Marketing team.

- Developed RGB and CMYK color correction and conversion processes on assets to prepare for digital production and print distribution
- Designed logos for T-Mobile consumer, business, and education services, and ensure consistency by adhering to up-to-date templates and guidelines
- Provided localization support for print and digital applications
- Conceptualized and storyboarded for upcoming consumer-facing campaigns
- Worked independently to create and execute designs
- Led high-profile design concepts and managed simultaneous projects
- Assisted and supervised team creative members on complex assignments, and ensured strong relationships with internal and external stakeholders

FREELANCE DESIGNER

TIM FANGON ART (01.2014 - PRESENT)

Designed deliverables for branding, logo design, print, and marketing material for various companies.

- Clients include: CORSAIR Gaming, Inc., Microsoft, Epic Games, Mogul Moves, Fastest Furs, Phreesoft, OrganOmics

SOCIAL MEDIA CONTENT SPECIALIST

CORSAIR GAMING, INC. | FREMONT, CA (11.2016 - 06.2021)

Report to Marketing Director for \$3B+ public technology hardware and gaming company and owned the creative assets function for all social media channels, partnerships, esports, sponsorships, and product marketing assets across 8 business units and acquisitions.

- Designed and directed all deliverables for company's social media and community campaigns
- Produced Go-to-Market assets for website use and for campaigns used on advertising platforms
- Developed various apparel and merchandise used in events, giveaways, and sales
- Researched popular market trends to define appropriate designs for social channels
- Led asset creation for co-branded campaigns with hardware partners, influencers and game publishers
- Provided localization support of digital assets for social media and print
- Directed style guides and templates to assist in creating assets to brand language
- Managed third-party creative consultants to design emojis, stickers, and icons
- Developed company branded icons and emojis

3D MODELING GENERALIST

LOOMAI, INC. | SAN FRANCISCO, CA (04.2016 - 07.2016)

Created facial models and blend shapes from scan captures for use on the development of 3D avatars.

- Created 3D face models for mobile Loomie application
- Handled all aspects of 3D modeling: face capture, modeling, texturing, and UV mapping
- Assisted with modeling clean-up
- Model data and blend shapes utilized to train facial tracker for program