




Kathryn Carter-Humphreys

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Summary

I'm an award-winning creative with over 15 years of graphic design and management expertise. I love the challenge of coming up with strategically-sound designs which exceed the client's expectations. I also enjoy collaborating with other creatives, building on each other's ideas until we arrive at an elegant solution. I'm a big-picture thinker as well as a perfectionist when it comes to those little details which make a design truly shine. My current goal is contract or full-time employment as a designer or design manager. Freelance projects are also welcome.

Employment History

Graphic Design Contractor

CHOC Children's Hospital

November 2019 - June 2020

Designed materials for the Marketing and Human Resources departments. Projects included logos, catalogs, employee development program collateral, banners and more.

Graphic Artist

Vehicle Control Technologies, Inc.

April 2009 - October 2019

Designed and executed all marketing materials including trade show banners, brochures, decals, print ads, logos, PowerPoint presentations, web banners and more. Wrote or edited all marketing copy. Collaborated on marketing communication strategy. Art directed 3D vehicle renderings. Retouched vehicle renderings and photos.

Creative Director

Vivendi-Universal Games

March 2003 - July 2007

Led two creative teams of up to 20 employees in the conception and development of key art, packaging, print ads, POP, style guides and other marketing materials for video games from Blizzard Entertainment, Sierra, Universal and Fox Interactive.

Responsible for creating and managing multimillion-dollar budgets and ensuring on-time delivery of hundreds of projects each quarter. Directed creative strategy and led brainstorm sessions. Provided detailed feedback to designers, artists, and writers. Collaborated with other departments to achieve consensus on creative goals and processes. Worked with third parties (i.e. Sony, Nintendo, Microsoft) to ensure compliance with their requirements.

Additional Duties: Personnel Management ■ Process Management ■ Project Management
■ Consumer Testing ■ Proofreading ■ Prepress Supervision ■ Press Checks



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Employment History

Creative Director

Knowledge Adventure

Sept. 1998 - March 2003

Led a team of designers, production artists, retouchers and project managers in the creation of packaging and promotional materials for educational software. Partnered with licensors such as Fisher-Price, Mattel, Warner Brothers, BBC, Saban and more. Developed procedures to ensure on-time delivery and reduce costs of all marketing materials. Oversaw prepress and attended press checks for high-profile projects.

Education

University of California, Los Angeles

Bachelor of Arts in Motion Picture/Television

Magna Cum Laude ■ Golden Key National Honor Society

UCLA Extension

Front End Web Coding Bootcamp (HTML & CSS)

User Experience I: Survey

Awards

MI6 Gold Award, Best Product Packaging
World of Warcraft Burning Crusade Collector's Edition



MI6 Silver Award

Standout Print Campaign

World in Conflict "America the Beautiful/America the Battlefield"

GDUSA

American In-House Design Awards Annual

Vivendi Games Corporate Brochure



Skills

Adobe Creative Suite

Illustration

Autodesk Sketchbook Pro

Proofreading/Copy Editing

MS Word & PowerPoint