

# JUSTIN MERTENS

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## Experience:

### **Creative Graphic Designer - Dharker Studios - 08/2020 - Current**

- Creative lead for various video game and card game projects, overseeing UI and Product design, from visualizing concept to post-production development.
- Collaborate with a very small team across design stages of development for game releases on digital storefronts.
- Creating graphics which included; logo design, media assets, campaign advertising, emails, and designs for print.
- Developed creative concepts, graphics, logos and motion graphics, for visual novel games, both for final in-game use and kickstarter campaign marketing and POS.
- Manage multiple projects and their deadlines, while maintaining strong feedback to project leaders.
- Maintain, update and archive files.
- Prepare production-ready files to appropriate production specifications, with an understanding of game pipeline.
- Proactively researched current design trends, existing designs and audience feedback, for inspiration and to be more informed in the design space and user opinions.

### **QA Localization Tester Pool - Pole to Win Ltd. - 02/2020 - 05/2021**

- Maintaining industry standard testing and QA methods to check video games for language and grammatical errors or inconsistencies.
- Ensure all readable text was translated fluently into English, while also accounting for common colloquialisms or expressions.

### **UI Graphic Designer - Wrigley/Skittles - 2016 - 2016**

- Coordinated with the in-house Wrigley project lead to develop the style to be used within the brand guidelines and high attention to layout and detail.
- Execute inclusion of re-branding for preexisting designs using legacy design assets, creative concepts new creative assets in fast-paced environment with strict deadlines
- Responsible for multiple social experience campaigns to be use either in-house or by a public audience, one in particular being London's Pride Festival, which was a great way to show my support for the LGBTQ+ community and upholding the values of equality, diversity and inclusion at all times

### **Volunteer Graphic Designer - Schell Games (Toontown Rewritten) - 10/10/2022 - Current**

- Collaborate with a small team across design stages of development for social media posts promoting important announcements or blog updates and in-game updates for an ex-Disney MMO game Toontown Online, now known as Toontown Rewritten.
- Prepare finalized files that have been developed and crosschecked with brand guidelines, to be sent for review before being front and center on the Toontown website blog or Instagram/Twitter pages.
- Maintain clean files and organization structure in the event of collaborative work.

## Other Work:

### **- Freelance Photo Editor**

Princess Parties (TX) - 2015 - 08/2015

### **- Team Member**

Everyman Cinemas - 02/2019 - 08/2020

### **- Art and Video Comissions**

Etsy/Upwork - 09/2018 - 2020

## Software:

Photoshop - Illustrator - Premiere Pro  
InDesign - After Effects - Adobe Suite  
Lightroom Autodesk Maya - Word - PowerPoint

Experience in social, print & digital advertising  
Eye for composition and colour - Quick Learner  
Passionate about design - Self Motivated  
Detail oriented

## Skills:

## Education:

- **Animation(BA): 2:1** - University for the Creative Arts (2015 - 2018)
- **Art & Design Foundation: Pass** - University for the Creative Arts (2014 -2015)
- **Film Studies** - St John the Baptist School (2012 - 2014)
- **Photography** - St John the Baptist School (2012 - 2014)
- **BTEC Media** - St John the Baptist School (2012 - 2014)
- **Graphic Products** - St John the Baptist School (2011)

## Achievements:

LinkedIn Photoshop Skill Assessment (Top 15%) -  
Qualified to shortlist for short film festival -