

## OBJECTIVE

TO MASTER MY KNOWLEDGE AND EXPERIENCE OF GRAPHIC DESIGN AND BE PART OF A COMPANY WHERE MY TALENTS AND IDEAS MAKE A DIFFERENCE.



## EDUCATION

**FORT LEWIS COLLEGE // DURANGO, CO**  
GRADUATION DATE: APRIL 2019

BACHELORS OF ART : GRAPHIC DESIGN

## EXHIBITIONS

**CTRL-ART(S): SENIOR ART EXHIBITION**  
FORT LEWIS COLLEGE // APR3-APR26 2019

-AD DESIGN: BROOKLYN HIP HOP FESTIVAL  
-INDIA INK/WATERCOLOR: 'WINTER FLOWERS'

**58TH ANNUAL STUDENT JURIED SHOW**  
FORT LEWIS COLLEGE // FEB28-MAR22 2019

-BROOKLYN HIP HOP FESTIVAL POSTER SERIES  
-TRYPTIC (3) LOGO SERIES  
-BITMAP POSTER SERIES

**CURATED PRINT EXHIBITION**  
FORT LEWIS COLLEGE // MAR20-APRIL 15 2019

-"STEREO-TYPE MONTAGE"-SILKSCREEN PRINT

## PROFICIENCY

### ADOBE CREATIVE CLOUD

-PHOTOSHOP  
-ILLUSTRATOR  
-INDESIGN  
-FLASH  
-DREAMWEAVER

### AUDIO & VIDEO

-AFTER EFFECTS  
-PREMIER  
-LOGIC PRO X  
-AUDITION  
-FL STUDIO

### SKILLS

-CODING (HTML/CSS)  
-CREATIVE WRITING  
-SKETCH & ILLUSTRATION  
-TYPOGRAPHY  
-UX/UI DESIGN  
-SEO/ANALYTICS  
-AUDIO ENGINEERING & PRODUCTION

## EXPERIENCE

**ADZECRAFT- IRON & WOOD WORK**  
SKILLED CRAFTSMAN // JAN2012 - PRESENT

WORKED IN COLLABORATION WITH A COLLECTIVE OF ARTISTS AND TRADESMAN THAT SPECIALIZE IN IRONWORK AND HIGH-END CONTEMPORARY AND CRAFTSMANSHIP HOMES.

**MESA VERDE NATIONAL PARK**  
VISUAL INFORMATION ARTIST // AUG2011-MAR2012

CREATIVELY USED THE REQUIRED NATIONAL PARK SERVICE IDENTITY BRANDING PROGRAM TO DEVELOP VISUAL AIDS THAT COMMUNICATED INFORMATION ABOUT VARIOUS PARK EVENTS.

**SKILLED LABOR FORCE, INC.**  
FREE-LANCE ARTIST // 2006-PRESENT

WORKED AS FREE-LANCE ARTIST CREATING CUSTOM ART & DESIGN FOR CLIENTS SUCH AS SCHOOLS, BUSINESSES, AND PROFESSIONAL ASSOCIATES. PROJECTS INCLUDED SILK-SCREEN PRINTING, APPAREL AND LOGO DESIGN, BRANDING AND IDENTITY.

**FRESH CORN APPAREL**  
GRAPHIC DESIGNER // 2002-2006

WORKED COLLECTIVELY TO DESIGN AND DISTRIBUTE CUSTOM APPAREL AND PRODUCTS FOR VARIOUS CLIENTS ACROSS THE SOUTHWEST U.S. TASKS INCLUDE: PUBLIC RELATIONS, SALES, PLANNING & MANAGEMENT.

## REFERENCES

**KYLE DINNELL-EMPLOYER**  
ADZE CRAFT - ARTISAN IRON & WOODWORK  
(970) 422-2376  
INFO@ADZECRAFT.COM

**PAUL BOOTH-CHAIR AND PROF. OF ART & DESIGN**  
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**LARRY HOGUE JR**  
ARTIST. DESIGNER. CREATOR

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## DESIGN

## PHILOSOPHY

Design can be many things. It can be the creative ornamentations that adorn the interior walls of the local, upscale coffee shop. It can be the chemically infused drips of paint splashed on the walls of abandoned buildings to evoke the subconscious emotions nestled comfortably within the minds of passers-by, on their way to work, school, or what have you.

Depending on the eye of the beholder, design can assume any position or stance on a given topic, or controversy. Design can be anything. But what it is NOT, is validation for a sense of eclecticism. It is not an award for showcasing the hottest trends imitated for the sake of "likes" and "views." Design is NOT a chic loft apartment furnished by Crate & Barrel in downtown Los Angeles or Manhattan. It is NOT a \$8 latté or chai tea while brainstorming ideas, with the faint sound of some Indie folk band in the background.

Design is the intangible treasure passed down through generations of heritage and traditions. It is the knowledge observed and interpreted through optical analysis transferred from the many movements of intelligent thinkers. It is the prohibited languages and cultures that persevered over exile and excommunication, spoken through the chemical compounds of drawing instruments.

Design is an Art. Art is a weapon, and should be wielded accordingly. As with any weapon, it should be studied, researched, practiced, learned, and mastered. Most importantly, its power of influence should be respected because design in the wrong hands or state of mind has the potential to change society for the better or worst.