TREVOR MITCHELL, JR.
GRAPHIC DESIGNER

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↖ TREVOFEV.COM

TOOLS

- Adobe Creative Cloud
- Illustrator
- Photoshop
- InDesign
- Lightroom
- Xd
- After Effects
- DreamWeaver
- Premiere Pro
- Microsoft Office
- Word
- PowerPoint
- Excel
- Mac OS
- Windows
- Rhino
- 3DS Max

SKILLS

- Illustration
- Typography
- Layout design
- Packaging design
- Color theory
- Print media/production
- Branding/identity design
- Marketing collateral
- Presentation design
- HTML & CSS editing
- Social media
- Photography
- Photo editing/retouching
- Communication
- File organization
- Model making
- Video editing
- Data visualization

EDUCATION

UNIVERSITY OF MARYLAND, COLLEGE PARK

BA Studio Art 2016

EXPERIENCE

MANAGER, GRAPHIC DESIGN
ASSOCIATION FOR DIAGNOSTICS AND LABORATORY MEDICINE
2021 - PRESENT

- Work across organization departments to create and edit various print and digital material including publications, brochures, presentations, videos, web ads, mobile app graphics, podcast graphics and recordings, social media graphics and other marketing collateral.
- Develop material and work alongside design firms for the association's on-going branding initiative.
- Shoot photos and videos, and create and edit collateral for the association's Annual Scientific Meeting.
- Manage and maintain inventory of photo, design, and video/audio recording equipment.
- Manage various design related services and subscriptions.
- Manage graphic design interns and collaborate with freelance graphic designers and various vendors.
- Coordinate photoshoots – both in-house and at member laboratories.
- Work alongside Senior Director of Communications & PR to establish and manage annual graphic design budget.

GRAPHIC DESIGN CONSULTANT
ICF INTERNATIONAL, INC.
2021 - PRESENT

- Work alongside Project Managers and Consultants to produce design-related products and solutions for various government agencies and task forces such as the Department of Labor.

GRAPHICS & EXHIBITION DESIGNER
SMITHSONIAN NATIONAL POSTAL MUSEUM
2020 - 2021 (SHORT-TERM CONTRACT)

- Created and edited exhibition and environmental graphics.
- Created pre and post production exhibition drawings.
- Produced conceptual designs for future exhibitions and researched contemporary display methods.
- Surveyed museum space and analyzed artifacts for display.
- Supported Director of Exhibits and worked alongside conservators, editors and production teams.

JUNIOR GRAPHIC DESIGNER
POP DISPLAYS, USA
2019 - 2020

- Created, edited and prepared graphics and production art for print and in-store installation.
- Designed and edited presentations and infographics, as well as instruction manuals and videos for unit installation.
- Assisted with building models, prototypes, and 3D renderings.
- Updated the company's branding and identity package.