

[ABOUT] designer, artist, mother, nerd, sister, daughter, hoarder, dreamer, friend, collector, listener, creator, hard-worker, student, teacher, job seeker

[OBJECTIVE] Anywhere where I can be creative and work with an innovative team. I strive to continue to learn more with each assignment that comes and to always stay excited and on my feet.

[EDUCATION] Academy of Art University, San Francisco, CA
BFA Graphic Design

[EXPERIENCE]

2006 to present
Heat - San Francisco, CA
Graphic Designer / Production Manager
At Heat, I am the graphic designer and production artist but also take on other roles since Heat is a smaller agency. Some of the work includes creating logos, identities, creative presentations, print production, art direction, concepting, website designing, InDesign, Illustrator and Photoshop tips and tricks, and master comping. I also dabble in phones and fixing fussy computers and printers

2006 to present
POPS Attire - San Francisco, CA
Co-owner / Creative Director
POPS is a clothing line co-created by yours truly. The line currently consists of men's t-shirts sold at local retailers and will soon branch out to women and children. My job at POPS is pretty much everything but mainly designing the shirts and all identity materials/collateral as well as working with vendors/manufacturers/printers.

2004 to 2006
TBWA/Chiat/Day - San Francisco, CA
Graphic Designer / Production Artist
Started as an intern and then hired as a permanent freelance in the creative studio. Many, many late nights were spent in the office perfecting work and presentations working alongside creative directors and art directors. My Photoshop skills were majorly upgraded here with photo composites of creative to present to clients such as Adidas and Disneyland.

2003 to 2007
Asian American Theater Company - San Francisco
Freelance Designer for the 2004 to 2006 season
Designed and created identity and collateral for the theater's various plays and performances. Print material created included posters, postcards, flyers, and some identity work.

[SKILLS] InDesign, Illustrator, Photoshop, Quark and Dreamweaver
Basic skills in HTML, Flash, and Microsoft Office.

QUAN

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