

Andor Mate

Graphic Designer - Motion Graphic Artist

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EXPERIENCE

Image Works - Motion Graphic, Graphic Designer June 2021 - Present

- Design and produce compelling marketing collateral, including brochures, flyers, and catalogs, to effectively convey brand messages.
- Create and implement engaging promotional materials to enhance the impact of marketing initiatives for the business.
- Craft visually captivating motion graphics and animations, add dynamic elements to multimedia content, and proficiently edit short and long-form video productions.

James Prosek - Visual Research and Image Production Specialist June 2017 - 2025 January

- Conduct extensive research and collection of reference materials to create precise silhouettes of diverse flora and fauna, including animals, birds, fish, insects, plants, and trees to design and produce large-scale wall murals, exhibits, and cluster installations nationally and internationally.
- Retouch and edit images as needed, ensuring high-quality results.

University of Bridgeport, SASD Design Service - Project Manager September - December 2017

- Collaborated with clients to determine layout designs and requirements.
- Developed creative designs for marketing packages, including print materials, brochures, posters, and banners.
- Generated new ideas and approaches for design projects based on client needs.
- Conducted research for new clients and determined possible style approaches for projects.

Mpire Creative | New York - Graphic Designer Internship June 2016 - August 2016

- Updated and maintained graphic files using Adobe Creative Suite, including Photoshop, Illustrator, and InDesign.
- Created visually compelling digital layouts and assets for marketing and promotional materials.
- Collaborated closely with the Creative Director and Graphic Design Manager to develop and refine design concepts.
- Assisted the creative team on both ongoing projects and new initiatives, ensuring alignment with brand guidelines and client objectives.

EDUCATION

Savannah College of Art and Design (SCAD)

M.A. Motion Media Design, Motion Graphic, 2024

School of Visual Art New York (SVA)

B.F.A. Comic Book Art, Illustration, 2021

University of Bridgeport, Shintaro Akatsu School of Design

B.F.A. Graphic Design, 2018

SOFTWARE SKILLS: Adobe Illustrator, Photoshop, InDesign, After Effects, Premiere Pro, XD, Cinema 4D, Microsoft Office, Google Workspace, Figma, WordPress

TECHNICAL SKILLS: Storyboarding, Video Editing, Video Production, Animation, UI/UX Illustration, Calligraphy, Typography, Social Media Content Creation

PROFESSIONAL SKILLS: Creativity, Conceptualization, Communication, Problem-Solving, Prioritization, Adaptiveness, Enthusiasm, Self-Motivation, Detail Oriented, Team Player, Critical Thinking