

# STEPHEN ANDERSON

## Designer/Artist/Creative

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### PROFESSIONAL SUMMARY

Skills in both the design and art realms, which often intersect and help inform each other. Worked in textile/apparel design, freelance graphic and web design. Exhibited fine art internationally, director running a contemporary art gallery. Currently enrolled in UI/UX design certificate program at California State University Long Beach.

### EDUCATION

**California State University, Long Beach, UI/UX Design Professional Certificate.**  
Long Beach, CA; September 2021 - June 2022

**California State University, Long Beach, Computer Graphic Design, Certificate Program.**  
Long Beach, CA; 1997

**California State University, Fullerton, Pre-press/Digital publishing.**

**California State University, Long Beach, Drawing/Painting/Intermedia. Bachelor of Fine Arts.**  
Long Beach, CA; 1987 - June 1993

### PROJECT EXPERIENCE

#### Visual Rebrand Project

Rebrand of an existing non-profit organization

- Conduct research and create deliverables; logo, posters, social media ads, brochure, style guide, and presentation.
- +UIUX design class project. +100 out of 100 points.

#### UI Patterns

Conduct a website UI audit for an existing organization. Redesign based on the findings.

- Adhere to researched/proven UI design principles for a consistent and easy human experience.
- +UIUX design class project. +98 out of 100 points.

### PROFESSIONAL

#### OC Fair & Event Center, Costa Mesa, April 2015-Present

Exhibitions & Education Coordinator

Manage competition entries across departments. Prior Visual Arts coordinator.

- Created Trello system for project management in the cloud. +Decrease sending documents back and forth.
- Created spreadsheet timeliness. Visual guide and reference of upcoming tasks. +Reduce missed tasks.
- Implemented organized folder/file structure. +Easier to located files.
- Exhibition design, graphic design. Use of design skills for various projects.

#### Empire Branding Group, Newport Beach, 2011-2014

Graphic/Apparel Designer

Created artwork and technical designs for various clothing brands.

- Create designs and artwork. Technical mockups for printer.

#### Tapout, Grand Terrace, 2009-2010

Graphic/Apparel Designer

Created artwork and technical designs.

- Create designs and artwork. Technical mockups for printer.

#### Orange County Center for Contemporary Art, Santa Ana, 2009-2016

Executive Director

Manage gallery activities and staff.

- Increase community outreach.
- Implemented special events, film and music seasons.
- Exhibition design, install, run monthly meetings.

#### Hoffman Fabrics, Mission Viejo, 1995-2009

Textile, Apparel Designer

Created artwork and technical designs for various clothing brands primarily in the surfwear industry.

- Implemented use computers using Photoshop and illustrator in the design process.

### TECHNICAL SKILLS

In process learning UI/UX tools like Figma, & Miro. Extensive Adobe Suite knowledge; Photoshop, Illustrator, InDesign, Dreamweaver. Microsoft Office; Word, Excel, Powerpoint, Outlook. Final Cut Pro. Trello. Sparkle (web). Knowledge of HTML and CSS.

### EXPERTISE

Collaboration/brainstorming, Creative, Empathy, Organized. Project Management, Listener. Various art mediums.

### AWARDS

Artwork acquired by the AMOREE Museum in South Korea.

Extensive fine art exhibition history.

#### *International Perspective of Artists Today,*

Gangneung Museum of Art, Gangneung, South Korea

*Across the Ocean,* b2 Gallery, Seoul, South Korea

*In Pursuit of Beauty,* 3331 Gallery, Tokyo Japan.

*SCOPE Miami,* Art Basel, Miami, FL

*LA Art Show,* Los Angeles Convention Center, Los Angeles, CA.

*Artifonia,* Sciorum Gallery, Milan, Italy.