

Stephen C. Anderson

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SKILLS

Proficiency in Adobe Creative Suite, Photoshop, Illustrator, InDesign, Acrobat, Dreamweaver, Premiere, After Effects, Constant Contact, UI/UX, Figma, Miro, Microsoft Office, Word, Excel, Powerpoint, Outlook, Google Docs, Sheets, Slides, Final Cut Pro, Wacom tablet for illustration, Trello, HTML, CSS, and WordPress on Mac OS and PC.

RELEVANT EXPERIENCE

Exhibits and Education Coordinator, OC Fair & Event Center Apr 2015 - Present

- Design and create visual materials including exhibition display signage, logos, didactic signage, print collateral, multi-page catalogs, competition guides, technical maps, large-format banners, and digital content.
- Leverage iStock and Getty Images, to incorporate compelling visual elements into diverse design projects.
- Execute the coordination of 10,000 OC Fair competition entries annually, ensuring operational success across various departments of a large-scale event with over 1 million attendees annually.

Freelance Graphic Designer, Mixed Media Expressions Jun 1995 - Present

- Applied advanced graphic design principles, including hierarchy, line, texture, space, size, value, color, balance, repetition, emphasis, unity, movement, scale, page layout, color theory, and typography to produce, present, and integrate feedback into high-quality designs for diverse clients, including The Frida Cinema and Viet Film Fest.
- Stay up-to-date with industry design trends through continuous training and industry blogs and publications.

Executive Director and Lead Graphic Designer, Orange County Center for Contemporary Art Aug 2009 - Jun 2018

- Led a team of 20 to plan, promote, and produce 90+ art exhibitions, developed and designed marketing materials including Constant Contact emails, social media content, and built the organization's website.
- Spearheaded the revitalization of the Downtown Santa Ana Arts District, cultivating community engagement through strategic partnerships and initiatives with local artists and community members.

Graphic and Apparel Designer, Empire Branding Group Mar 2011 - Feb 2014

- Utilized graphic design software applications and tools to create traditional and electronic design files, ensuring accurate output for single and multicolor publications. Expertise includes page layout, drawing, photo editing, type formatting, and electronic file preparation, with clients such as UFC, Fighters Only, and Bad Boy.

Graphic and Apparel Designer, Tapout, Inc. Oct 2009 - Sep 2010

- Led and contributed to the end-to-end design processes for the world's largest MMA apparel distributor, overseeing concept development to the production of intricate graphic design work, while ensuring brand alignment with target audiences and company objectives.

Textile and Apparel Designer, Hoffman California Fabrics Sep 1995 - Oct 2009

- Elevated aesthetics for prominent surfwear brands such as Volcom, Hurley, Speedo, and O'Neil through the creation of unique textile artwork, blending Hawaiian style and batik influences.
- Pioneered the integration of Adobe Photoshop and Illustrator into design workflows for enhanced efficiency.

EDUCATION

California State University, Long Beach

Bachelor of Fine Arts, Drawing & Painting/ Intermedia; Certifications in UI/UX Design and Computer Graphic Design