

JOE ARQUILLA

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Samples: www.joe4hire.com

Details / Experience:

Degree in multimedia / graphic design, extensive background in both print and web. (concept to press) Excellent cross-platform technical skills: interactive design / web design. Photo art direction: studio and location experience shooting home and fashion stills. Self motivated designer: innovative, edgy with a special interest in style and fashion. Great with special projects: concept, visual presentation, fresh ideas. Multitasking: can handle a large production workload in a fast paced environment with strong attention to detail / work alone or in team environment.

Objective:

Currently seeking a permanent creative opportunity in design or production.

Education:

The Art Institute of Dallas, Texas
Associate of Applied Arts in multimedia / graphic design

Technical / Languages:

HTML / CSS
In Design cs
Image Ready cs
MS Office (all)
Photoshop cs
Illustrator cs
Cross-Platform
DreamWeaver cs
Quark X-press

Work History:

May 2011-Ongoing / Present
Various Creative Placement Agencies
Design / Production Contractor
I am currently working various design/production contract jobs (most ongoing) with a variety of different companies. I do my best to stay booked. Ideally, I am seeking something permanent.

December 2010-May 2011
St. Jude Medical
Contract Designer & Production Artist
I worked as needed daily in creative services on all kinds of design and production work that the permanent staff was not able to currently get to.

December 2008-Ongoing / Present
Independent Contract / Freelance Design
I work from home managing multiple print and web design projects and a growing clientele that includes: HIT Entertainment, Vision Wise, Curiosities, CMARK Corp, Kobes Arts Foundation, Mary Kay, Dolly Python & Wisteria.

December 2004-December 2008
JC Penney Advertising Men's Fashion Div.
Design / Concept / Special Projects / Assistant Art Direction
Created the graphic and selling message for catalog and internet advertising by developing rough and comprehensive layouts for photography studios. Prepared finished artwork to promote the merchandise and facilitate maximum sales. Worked effectively under tight deadlines and managed concurrent projects.

July 2004-December 2004
Art Squad
Contract Designer
Handled a little of everything over the course of several months while seeking a permanent creative position.

September 2003-August 2004
eSports Partners
Graphic Designer
Responsible for producing both print and web based graphics for 12 major NFL football teams. I was required to create everything from email campaigns to official merchandise catalogs in a fast paced, detail and deadline oriented environment.

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