

JAMES TRANGMAR

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Behance:

www.behance.net/jamestrang68e9

Experience

WEBSITE DESIGNER/ M3C SPORTS June 2016 – March 2017

This was a part time job as a website designer, where my responsibilities included populating the website with all items from the company's product catalogue. As well as formatting these products in accordance with a consistent and legible house style through website elements such as product images, banners, text and Meta data to increase the volume of clients and generate professional online business.

VOLUNTEER/ ARTCORE June 2014 June – June 2014

For short time, I volunteered within an art based charity in Derby called Artcore. Here my duties were to construct exhibits and coordinate as a team with fellow staff to support group sessions of students. I feel that my team working and coordination skills were greatly enhanced here.

Interests

I am a dedicated illustrator who has submitted entries to the Little White Lies Magazine and the Thought Bubble Festival, as well as building up an online presence through Behance.

In my spare time, I play video games which have led me to start creating illustrative animations such as Gifs.

Statement

An illustration undergraduate with office experience working on website design and marketing visuals. I have developed skills with composing the online presence both integrally and visually for a local sports equipment distributor by populating products with engaging content. I'm skilled with both the Microsoft and Adobe suite to create online content that informs and engages with customers through text and imagery, while meeting tight deadlines. I also have hands on experience with generating mock up visuals and concepts that were presented to the clients who were inquiring with the sales team.

Academic

(BA HONOURS) ILLUSTRATION/ CURRENT University of Derby

Modules Included:

- Illustration Practice
- Visual Exploration
- Visual Culture: History
- Visual Problem Solving
- Sequential Illustration
- Visual Culture: Theory
- Directed Projects in Illustration
- Professional Practice

SEQUENTIAL ILLUSTRATION PROJECT:

This project consisted of creating a sequential publication without text with a minimum of twelve pages. The process itself included extensive storyboarding and visual planning to construct a solid narrative. The outcome relied upon analogue materials such as pen and ink whilst developing my skills digitally using Photoshop and InDesign to enhance and compose my forty-page publication to an industry standard.

TECHNICAL SKILLS

- Adobe CC Photoshop, Illustrator, InDesign and After Effects
- Drawing
- Microsoft Office
- Blue Park Website Builder

A-LEVELS / 2013-2015 Friesland Sixth form

- Distinction * - Information Technology
- B - Art & Design
- B - History

GCSE'S / 2008-2013 Friesland Performing Arts College

- 13 x GCSE's at Grade C and above including English, Maths and Science.