

chc.design  
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# CAMERON CZADZECK

## Education

### **Rochester Institute of Technology**

*August 2014 - Exp. May 2018*

BFA: Graphic Design

Dean's List 2015-2017

### **Amuse-Bouche**

Technical Association of the Graphic Arts

American Institute of Graphic Arts

Art House Technology Director

## Software Proficiency

Adobe Creative Suite

HTML / CSS

Sketch / Principal

Autodesk: Maya

Cinema 4D

## Design Strengths

User Experience

Branding & Identity

Motion Graphics

3D Asset Creation

Strategic Ideation

## Experience

### **VR Music Video Experience** *Lead Designer*

*February 2017 - May 2017*

This multidisciplinary project involved working with computer science majors and local bands to create a cohesive VR music video. The final presentation was hosted at Small World Books in Rochester, NY. The event involved live music and our VR experience which highlighted the relaxing nature of the song High Life by Tart Vandelay.

### **Graphic Design Social Media Ind. Study** *Team Member*

*February 2017 - May 2017*

This Independent study focused on developing RIT's Graphic Design social media presence. A main focus of this study featured a new identity for the social media pages. This identity was used as a template for an Imagine RIT exhibit in which users could remix the design of the logo. Digital and physical versions of the design were submitted and edited to feature the creators.

### **Xerox** *User Experience Designer*

*May 2017 - Present*

Marketing automation and web development were the largest aspects of this internship. Using XMPie services, my main assignment involved using variable data to create a holistic experience for potential clients and their respective customers. A secondary aspect of this internship involved experimental printing with large scale Xerox printers and Scandacor.

### **BZ Design** *Ideation & Development*

*March 2017 - April 2017*

This work involved strategic ideation and motion graphics development. Storyboarding and conceptualization were key to creating a standard identity for each individual project.

### **Hub Express Print Shop** *Customer Service*

*July 2016 - May 2017*

This job pertained to both consumer relations, and print production. Back end work involved standard print jobs, wide format printing, and dye-sublimation processes.