

CAMERON CZADZECK

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Education

Rochester Institute of Technology

August 2014 - May 2018

BFA: Graphic Design

Dean's List 2015-2017

Software Proficiency

Adobe Creative Suite

Windows / Mac OS-X

HTML 5 / CSS 3

Cinema 4D

Autodesk: Maya

Design Skills

Motion Graphics

Branding & Identity

User Experience

User Interface

Strategic Ideation

Experimental Design

Iconography

Scholarly Activities

RIT Art House Technology Director

RIT American Institute of Graphic Arts

RIT Technical Association of the Graphic Arts

RIT Open Mic Performer

Avid Public Percussionist

Freelance IT Consultant

Experience

Xerox Software Implementation Intern

May 2017 - Present

This internship involved using XMPie software to create custom campaign templates for future businesses. UI/UX design and front-end coding for web were my direct responsibilities.

BZ Design Freelance Work

March 2017 - April 2017

This work involves mainly ideation and motion graphics development. Storyboarding and conceptualization were key to creating a standard theme for each individual project.

Hub Express Printshop Customer Service

July 2016 - May 2017

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

Special Projects

VR Music Video Experience Lead Designer

February 2017 - May 2017

This multidisciplinary project involves working with computer science majors, and local bands to create a cohesive VR music video.

The final presentation is scheduled for May 7th, 2017.

Graphic Design Social Media Ind. Study Team Member

February 2017 - May 2017

This Independent study is focused on developing RIT's Graphic Design social media outlets. Projects will be shown through various channels, along with an Imagine RIT exhibit scheduled for May 6th, 2017.