



Anabel Leva

Visual Designer

anabel.me hello@anabel.me 416.399.9712

I am a visual designer looking to bring my passion for great design to a collaborative team, where I can continue to learn while working on creative and interactive projects that engage people through innovative design and go beyond their expectations.

Work Experience

KIRA TALENT

Marketing Designer

AUGUST 2016 // MARCH 2017

As the Marketing Designer I worked closely with the product designers to update and maintain a strong, consistent brand. I was responsible for creating all the marketing collateral including landing pages, e-books, and campaign assets.

While working on large scale projects I ran and participated in design sprints, attended user feedback sessions, and worked closely with the product manager.

OMNIGON COMMUNICATIONS

Production Designer

APRIL 2016 // JUNE 2016

As a Production Designer I worked closely with senior designers to support them throughout the design process. My main responsibilities were modifying iOS designs for Android and revising designs based on client feedback. I also worked on internal documents, presentation decks, and ads for print and web.

During team status meetings I learned about user experience strategy and product management.

DRAWSPLASH

Full Stack Designer

JULY 2014 // MARCH 2016

As a Full-Stack Designer I was an integral part of the development team and was responsible for the design of all products and applications.

I worked closely with the CEO and developers to understand their target users and create experiences that are enjoyable for them. I was provided the flexibility to work on a variety of projects and constantly learned new skills to get projects done more efficiently.

Education

GEORGE BROWN COLLEGE

Graphic Design

SEPTEMBER 2012 // APRIL 2015

As a Graphic Design student I increased my skills in typography and layout as well as developing a passion for web design and front-end development. I learned about creating brands, preparing files for print, evolving ideas into advertising campaigns; as well as increasing my technical skills and knowledge of design software.

SENECA COLLEGE

Digital Media Arts

SEPTEMBER 2010 // APRIL 2012

As a Digital Media Arts student I learned about the different facets of graphic design using a variety of software (Adobe Creative Suite, Autodesk 3DS Max, Final Cut Pro, and Pro Tools). I also learned about the importance of social media, having a strong presence on the web, and making connections with people in the industry.

Courses

FRESHTILLED SOIL

Growing Design Sprints

SEPTEMBER 2016

BITMAKER

Intro to UX Design

FEBRUARY 2016

LADIES LEARNING CODE

Introduction to JavaScript

SEPTEMBER 2013

Awards

ASSOCIATION OF REGISTERED GRAPHIC DESIGNERS

Provisional RGD

JUNE 2016 // PRESENT

PROTOHACK

#DesignTheSix Third Place Finalists

JUNE 2016

ADOBE DESIGN ACHIEVEMENT AWARDS

Packaging Semifinalist

MAY 2015

Skills

PRIMARY	UI DESIGN	UX STRATEGY	WEB DESIGN	WEB DEVELOPMENT	TYPOGRAPHY
	ART DIRECTION	CREATIVE DIRECTION	PHOTOGRAPHY	PRODUCT MANAGEMENT	
SECONDARY	ADVERTISING	EDITORIAL DESIGN	CORPORATE DESIGN	BRANDING	
	PACKAGE DESIGN	PHOTOMANIPULATION	ILLUSTRATION	INTERACTION DESIGN	
TOOLS	MAC	PC	PHOTOSHOP	ILLUSTRATOR	INDESIGN
	SKETCH	XD			
	INVISION	HTML 5	CSS 3	BOOTSTRAP	SASS
	JAVASCRIPT	JQUERY			
	PHP	AFTER EFFECTS	PREMIERE PRO	WORDPRESS	HUBSPOT
	NIKON				