

# Addis ★ Davis

## Contact

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## Objective

I am an ambitious Designer and Creative with experience in working with several different design software. I understand how to work within a team environment to get things done and can take my unique experiences in other jobs and apply them to the design world. I also have skills in marketing and an understanding of various merchandise mediums. My objective is to be hired in some form of a Junior Designer position in either branding or merchandising so I can bring my unique set of skills to the industry.

## Technical Skills

### Software

- Photoshop
- Illustartor
- InDesign
- After Effects
- Blender

### Social Media

- Instagram
- X
- TikTok

## Education

**Northern Illinois University, DeKalb, IL**  
**Bachelor of Fine Arts: Visual Communication**  
**Minor: Marketing**  
Expected Graduation Date: May 2026  
GPA 3.215/4

## Experience

### Target Highland, IN Fulfilment Expert

July 2021 - Present

- Collaborated with coworkers to serve guests in a timely manner
- Responsible for a wide variety of tasks

### Marian Catholic Chicago Heights, IL Janitor

August 2020 - May 2020

- Completed a wide variety tasks including cleaning and collecting trash
- Managed egos to complete tasks and get things done

## Course Work

### Cube Project

My assignment was to research a graphic design art movement, and create a cube based on said movement. I was given Grunge and tasked with creating a cube in the Grunge Design Style. This project gave me the opportunity to create something in 3D space and understanding how design for it. In this project I created a wide variety of textures using Tootsie Pop wrappers, and 3D modeled Tootsie Pops and Jolly Ranchers. The project gave me a greater understanding of how to apply design to a 3D object. Additionally, in this project I combined my knowledge of Blender and Design programs to create a complete product. This project was helpful in showing me how to design products, as a lot of the processes from the project would transfer over.