

Olive Brinker

Graphic Designer

Work Experience

Shop-Rite of Hillsdale (August 2013-October 2017): I worked at Shop-Rite as a cashier, but also spent about a year or so in the grocery department stocking shelves. I also worked in the dairy and meat departments, as well as bringing in carts.

Montvale Wine, Liquor and Beer (October 2017-September 2019): I work here mostly as a cashier, but also stock shelves, organize the aisles and take out the trash when they need me to.

Education

School of Visual Arts (September 2014-May 2018): I graduated from SVA with a BFA in Computer Art and Animation. While at school I learned graphic design, animation, video editing, 3D modeling, animation and game development.

Software Experience

Software Experience

Adobe Photoshop: I have about 8 years of experience with Photoshop, took college classes which taught me how to use it professionally, and work with it almost every day.

Adobe After Effects: I have about 5 years of experience with After Effects. In college I was taught how to make motion graphics, visual effects, and compositing inside AE. I've used it to make animated cartoons and live action videos.

Autodesk Maya: I have about 6 years of experience with Maya. It was the main focus of my education, and I made a handful of 3D animated short films while at school.

Adobe Premiere: I have about 5 years of experience with Premiere, editing videos.

Adobe InDesign: I have used InDesign to make documents, booklets, and even a 200 page print book I self-published last year.

Adobe Illustrator: I used Illustrator a few times in college to make vector graphics or design projects. I'm familiar with the program but don't use it as much as Photoshop.