Simone T. Huynh

Multimedia Designer

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Technical Skills

Concept Art/Design	Illustration	Storyboarding
Visual Storytelling	Graphic Design	2D Animation
Video Editing	Traditional Painting	Motion Graphics

Software Skills

Adobe Illustrator	Adobe After Effects	Adobe Photoshop
Adobe Premiere Pro	ClipArt Studio/Paint	Adobe Audition
Figma	Twine	Maya
Capcut	HTML/CSS	Basecamp/Slack/Asana

Recent Projects

Delta Motion Internship | Marketing Intern | July 2025 - January 2026 | Project Highlights

Created informational graphics, completed collaborative marketing projects, and assisted trade show prep.

- Catalogued and redesigned 68 informational diagrams, graphs, and ads for product design guide
- Created 50 unique desktop wallpapers with company branding for internal use
- Designed 71+ unique graphics for events and notices to be posted on social media

SciVite | Multimedia Design Team Lead | January - April 2025 | SciVite Homepage

A virtual interactive tour experience for WSU Vancouver's Life Sciences Building, commissioned by the university for the purpose of recruitment and promotion.

- Led a team of six in developing moodboard, brand guide, 72 images, 7 animations, plus 75 assets
- Cultivated and designed moodboard, style guide, 6 official logo variants, and 6 icons
- Designed and illustrated 2 slide decks and a total of 51 unique slides for project presentations

Campaign Pitch for WSU | Graphics Designer | Fall 2023 | WSUV Advertising Campaign Pitch

Created promotional materials for a Digital Marketing Campaign Pitch for Washington State University Vancouver targeted to increasing enrollment.

- Worked in a team to plan and pitch an advertising campaign for Instagram, YouTube, and TikTok
- Prototyped, drafted and developed 17 concepts for photo and video content
- Drafted and developed 3 storyboards and 4 promotional posters

Brycse Theatre Promotional Poster | **Illustrator/Animator** | **Spring 2023** | **Brycse Theatre**

A detailed conceptual poster advertising a theatre's show schedule.

- Created 20 unique graphic elements and logos
- Drafted and created 6 unique mini show posters with unique typography
- Animated over 30 unique assets in rhythm using creative commons music

Eclypse_SiTH Winter Campaign | **Social Media Marketer** | **February - March 2025** | **Debrief**

An annual recap project highlighting personal progress inspired by the "Art versus Artist" trend.

- Created a weekly content calendar accounting for content creation and ideal posting times
- Developed brand presence and voice guidebook as well as visual guides for profile aesthetics
- Reached 12,172 unique accounts, tracked 1,700+ content interactions, and gained 70 followers

Project Rewind | **Illustrator/Gallery Artist** | **December 2021 - Present** | **Project Rewind**

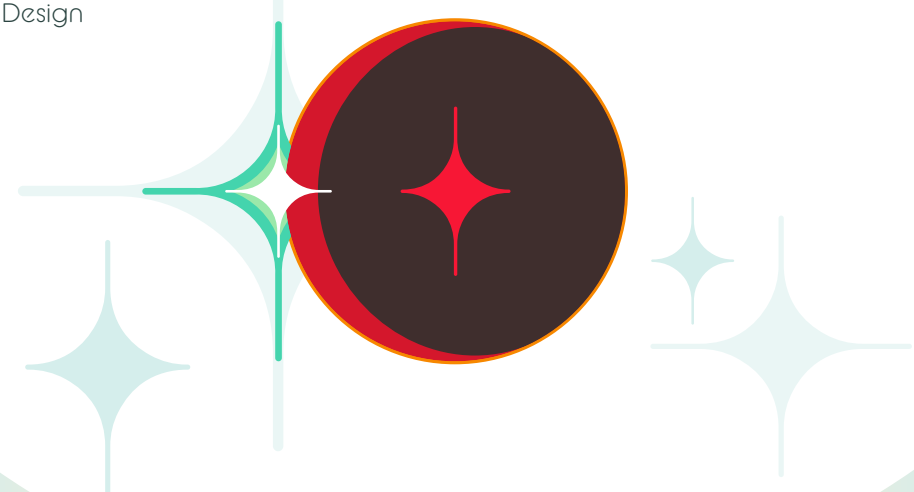
Planned and executed a 4-week social media marketing campaign targeted to boost brand awareness.

- Published 3 unique versions featuring 60 artworks
- Completed annual personal evaluations of art proficiency, design skills, and other improvements
- Committed to in-depth analysis of self-improvement and planning for next year's installment

Emergence | **Publishing Assistant** | **May 2025 - Present** | **Drain Magazine - Emergence**

Supported production for Drain, a digital magazine catalogued by the Library of Congress Web Archive

- Transformed approved 15 unique artist submissions into polished web-ready layouts
- Optimized layouts for readability, consistency, and platform performance
- Coordinated with co-authors and artists to uphold the magazine's creative direction

Education

Associate in Arts DJA, Clark College, 2021
Bachelor of Arts in Digital Technology and Culture, Washington State University Vancouver, 2025
Minor in Communications, Washington State University Vancouver, 2025
Certificate in Social Media Studies
Certificate in Game Design