

DOMINIC MAAS

EDUCATION

St. Cloud State University – St. Cloud, MN
Graphic Design

SKILLS

Adobe Suite
Branding
Project Management
Art Direction
Print/Large Format Print
Event Coordination
Wordpress

EXPERIENCE

Creative Director/Graphic Designer – *Granite Games* – March 2014-Current

In charge of brand management and eventually re-brand starting in 2014 and throughout the 2015 season. In charge of all print media including event banners, posters, event program, floor signs, and event map. In charge of all digital media including the design and implementation of two separate websites, social media graphics, and the general design/direction of an IOS/Android app.

Graphic Designer – *Factory Forged* – March 2014-Current

In charge of the overall brand management and general design. Was the lead designer on the brand implementation and re-brand of the company. In charge of servicing the business's consulting clients if design/web design is needed. In charge of all in-house design products including product creation and web site management.

Graphic Design Intern – *The Refinery Creative* – January 2014- March 2014

Participated in their internship program as an entry level designer for various multi-media, TV, and film clients. Started in print production and eventually moved into art direction under the guidance of multiple mentors.

Graphic Designer – *Copies Plus* – August 2011-December 2013

Designed posters, banners, wall wraps, and other forms of print media. Was a project manager and lead designer for producing the university's student planner. Was the lead designer for an internal re-brand.

Student Graphic Design Association (SGDA) – *President/Vice President* – July 2012-2013

Created the branding for the 2012/2013 school year. Designed posters and fliers for events. Coordinated events and curated multiple design shows including a competition. Taught a classroom demonstration on design production.