# MICHELLE CARPENTER

# Multimedia Artist

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# Summary

Creative, detail-oriented artist with years of experience in art production and design. Dedicated to fostering relationships, delivering top-notch work, and meeting deadlines—all while keeping it fun! After leading teams, I'm excited and eager to dive back into hands-on production and collaborate with driven creatives!

# Experience

### **MAKRgroup**

Design and Visualization Manager

Dec 2020 – Present

Received employee of the year award 2022

Led the establishment and growth of a design team within the marketing department, establishing processes, pipelines, and both internal and external marketing collateral.

Key responsibilities included:

- Evaluate design briefs, assign tasks, and manage project timelines.
- Lead design reviews and innovation meetings to foster collaboration and creativity.
- Prototype visual aids, including animations and CG effects, and document outcomes.
- Create and deliver design presentations for internal training sessions.
- Create client facing design presentations for bid proposals and sales collateral.
- Implement AI tools during concept and post-production stages, reducing timelines and boosting efficiency.
- Oversee development and launch of internal software on iOS and Google Play.
- Curate data sets to track metrics and drive strategic improvements in productivity and workflow.
- Collaborate with engineering teams to create visual assets for new products for product launches.
- Develop client-facing marketing materials for tradeshows, websites, social media, brand campaigns and catalogs, including product sheets, brochures, print graphics, and promotional animated videos.

### Kompan Playgrounds

# 3D Designer

June 2015 – October 2017 and May 2018 – December 2020

Received local outstanding performance award in 2016 and national award in 2020.

Created playground designs and presentations tailored for the USA and Canadian markets.

- Produced compelling renderings that secured successful bids, utilizing 3ds Max, V-Ray, and Photoshop.
- Developed new graphical templates to enhance the coherence of design boards.
- Created custom graphics for playground panels and surfacing.
- Designed playground layouts conforming to ASTM and CPSC standards using AutoCAD.
- Created customized graphic layouts for marketing materials using Illustrator and Photoshop.
- Developed and refined designs in collaboration with clients to achieve desired specifications.

#### **URUP**

Contract Graphic Designer January 2018 – March 2018

Created digital ad campaigns for various companies to promote products, services and growth.

- Developed and executed digital advertising campaigns for diverse businesses to drive product and service visibility and enhance market presence.
- Crafted Facebook and email advertisements using industry-standard tools such as Photoshop, Illustrator, and proprietary software.
- Engaged directly with client organizations, including Seattle Sun Tan Group, Pima Medical Institute, and Betz Family Winery, ensuring precise communication and campaign alignment with strategic objectives.

#### Google Maps

Visual Data Specialist October 2013 – June 2015

Collaborated with Google Maps authoring software to validate and correct user-reported errors. Analyzed real-time map data to ensure accuracy, and meticulously adjusted road, park, and water geometries to enhance map precision.

### skills

•	Design	and	Lay	out/
	Doorgin	arra	$-\omega$	Out

Vector Creation

Digital Painting

3d modeling

Rendering

Watercolor Art

#### Compositing

CAD Drafting

Typography

Illustration

Conceptual Art

#### Management Skills

Communication

Customer Service

Project Management

Time Management

Problem Solving

### software

- Adobe Photoshop
- Adobe Illustrator
- Adobe Dimensions
- 3ds Max
- Maya
- Twinmotion

- AutoCAD
- Adobe Lightroom
- Adobe InDesign

# Education

Bachelors of Fine Arts
Art Institute of Seattle 2013