



ISABEL QUEIROZ

GRAPHIC DESIGNER

EXPERIENCE

- Apple** **January 2021–September 2021**
Remote (Cupertino, California)
Brand Production Artist at Aquent (Contracted by Apple)
Apple Marcom
- Activision** **June 2020–December 2020**
Remote (HQ Santa Monica, California)
Graphic Designer (Contract)
Created in-game designs for *Call of Duty 2020* release
Art Intern
Assisted in designing a broad range of original concepts for brands and franchises. Collaborated with the Art Director to support studios in developing artwork that defines the overall look and art style of a game or brand. Developed brand identity systems for Press Start, Activision's internal creative incubation group, and the American Legion Hollywood Post 43.
- 72andSunny** **June 2019–September 2019**
Playa Vista, California
Creative Intern
Contributed out-of-home advertising designs, curated collections, and created social media assets for the Adobe Stock campaign. Developed concept designs for Adidas pitch. Produced graphics for the 72BBQ and other internal events.
- Adobe** **June 2018–May 2019**
Los Angeles, California
USC Ambassador Team Lead
Brought Design for America and Undergraduate Student Government together as a team of passionate artists and designers to share the power of the Adobe Creative Cloud with USC. Developed a marketing plan, collaborated with other organizations on campus, taught workshops, and promoted Adobe CC with engaging events and activations.
- Walt Disney Imagineering** **May 2018–August 2018**
Glendale, California
Graphic Design Intern
Created modern, inventive designs for the Star Wars franchise. Translated complex concepts into consumer messages through clear presentations and visual design, including environmental graphic design, presentation decks for executives, and infographics. Created and produced innovation awards for an internal design competition.
- Google Inc.** **May 2017–August 2017**
Mountain View, California
UX Visual Design Intern
Produced immersive stories with artists and technologists for mobile 360 format and VR on the Google Spotlight Stories team. Applied art and design skills to create assets for story logos, website, YouTube presence, Daydream VR UI, mobile and web advertising, internal and industry presentations, and animation tools. Created designs for Google Shopping and Doodle teams.

EDUCATION

- ArtCenter College of Design** **September 2019–April 2022**
Master of Fine Arts, Graphic Design, GPA 3.94
- University of Southern California** **August 2016–May 2019**
Bachelor of Art/Design
Cum Laude. Roski School of Art and Design honors student.
- Additional Education** **SACI College of Art & Design Florence, Italy | January–April 2018**
Pratt Institute Pre-College Program | June–August 2015
UCLA Summer Art Institute | June–August 2014

CONTACT

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LEADERSHIP

ArtCenter Student Government Graduate
Student Representative

ArtCenter Graduate Studio Class Teaching
Assistant

USC Undergraduate Student Government:
Director of Graphics, Former Assistant

USC Roski & LMU Admissions Tour Guide

VOLUNTEERING

American Cancer Society Discovery Shop
August 2013–May 2015

AFFILIATIONS/AWARDS

Reflect, RAW: Natural Born Artists' 10 Year Anniversary Showcase, May 2019
Downtown Los Angeles, California

ArtCenter South Campus Student Gallery,
December 2019–February 2022
Pasadena, California

SPECIAL SKILLS

Digital
Strong working knowledge of: Photoshop, Illustrator, InDesign, Figma, Google Workspace, PowerPoint, Keynote, Wacom Cintiq + software, and Zoom

Familiar with: After Effects, Adobe Media Encoder, Dimension, XD, Lightroom, HTML/CSS

Craft
Silkscreen printing, serigraphy, sketching, bookbinding, film photography, acrylic/oil painting

Miscellaneous
Copywriting, research, event organization, and public speaking

PERSONAL INTERESTS

Alto saxophone, international travel, philosophy, Portuguese, art history, health, and fitness