



ANYA KELLER

Graphic Designer

SKILLS

Software Skills

Adobe Creative Suite
After Effects
Premiere Pro
Davinci Resolve
SM Content Creation
Illustration
Video Editing

Workplace Skills

Detail-Oriented
Planning & Organizing
Initiative

EDUCATION

Grand Canyon University

2019- 2022

Phoenix, AZ

BA:

Graphic Design & Advertising

Minor:

Digital Film

CONTACT



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Website Portfolio Link



LinkedIn Profile Link

ABOUT ME

I believe in finding inspiration from all places and adapting my styles to meet the needs of the project. I subscribe to the idea that it's the details that really bring life to a project and make it memorable. A broad range of design skills has enabled me to be knowledgeable of many softwares and capable of learning quickly. Watching the design process go from a thought in someone's head to a tangible item is one of my favorite parts of this job. I love getting to follow through with a project and see where the final product ends up.

WORK EXPERIENCE

PF Chang's Graphic Design Summer Intern

May 2021 - Aug 2021 / PF Chang's Global Support Center

Work with a creative in-house team to create many different types of design assets and assist with photoshoots

Olympus 2.0 Graphic Designer

Sept 2022- Present / Cosmiccowzine

Operate as a graphic designer and project manager in a group of 85 creatives to put together a fanzine and merch items to sell to the public

Poster Designer

July 2018 - Present / Casteel Theatre Company

Design printed and digital posters for the CTC company to use to promote their performances

Box Office Employee

Sept 2019 - Present / GCU Arena Box Office

Manage and operate the selling of tickets for GCU events as well as troubleshoot customer issues