

CHRISTINA WU MARTIN

GRAPHIC · PRODUCT · ILLUSTRATION · MOTION



CONTACT

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EDUCATION

BFA, Illustration 2017

Art Center College of Design

SUMMARY

- 10 years of professional design experience collaborating with cross-functional teams to create virtual and physical products ready for consumers
- A creative problem-solver with a passion for going above and beyond to deliver exceptional results
- Ability to think outside-the-box, utilizing a diverse career background and skillset to offer unique solutions

CLIENTS/COLLABS

Disney · Kendra Scott · Patagonia
Lush · Ghirardelli · Ladurée · Colgate

TECHNICAL SKILLS

- Figma
- InDesign
- Illustrator
- Photoshop
- After Effects
- PowerPoint
- ChatGPT

TRADITIONAL SKILLS

- Formally trained in Oil, Acrylic, Watercolor, Gouache, Graphite

EXPERIENCE

Graphic Designer

AM-PS - New York City, 2024 to Present

- Graphic Designer for marketing solutions that bridge the gap between landlords and tenants. This includes flyers, signage, area maps, pitch decks, data visualization and brochures
- Daily use of AI tools, including ChatGPT and Adobe Firefly, to assist with site/team photo improvement and copywriting

Graphic Designer & Illustrator

Ceci New York - New York City, 2023 to 2024

- Illustration, typography, brand design for print/ digital couture invitation suites, accessories and other event needs
- Design development of pitch decks, mood boards, product art for paper, plastic, fabric goods including large-scale prints, projections and packaging design
- Oversight of production communication, quality, and deadlines with team and external manufacturers

Illustrator, Graphic Designer & Motion Designer

Evite - Los Angeles, 2021 to 2023

- Original Illustrative and Graphic Designs, both static and animated, for *Evite's* growing online inventory

Product Designer, Illustrator, Graphic Designer

Spin Master - New York City, 2020

- R&D, Concept Art and final Graphic Design of launched *Mini Brands* board game
- Finalized renderings of *Disney* product presentations

Product Designer & Illustrator

Hasbro - Los Angeles, 2018 to 2019

- Designer for launched *Disney Princess Royal Clips* fashions, accessories, and hair
- Background Illustrator of launched *Disney Princess Gem Collections Series 2-4*
- Responsible for turnarounds and control art for 3D Modelers
- R & D for new product concepts and logos

Illustrator, Visual Development, Product Designer

MIND Research Institute - Los Angeles, 2019 to 2020

- R & D for board games, posters, backdrops, merchandise, children's books/ comics and convention props