

# KENDALL BRANDT

Hi, I'm Kendall! I'm a visual designer that has a passion for illustration, UX/UI, and brand development, who loves to collaborate with other creatives.

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## Work Experience

**Cade Museum for Creativity & Invention** - Gainesville, Florida

**Graphic Design Intern** - September 2019 - Present

Design a new exhibit every month | Design digital collateral including email banners and website assets | Work closely with all levels of management to prioritize tasks and meet deadlines | Design print collateral including fliers, brochures, and signs.

**Happy Crates** - Church Hill, Maryland

**Graphic Designer** - May 2020 - Present

Redesign existing giraffe mascot to be entirely custom to the company | Re-design apparel | Design social media posts for Instagram + Facebook | Collaborate w/ owners to create a new marketing plan | Operate in-house industrial screen printing machine | Design assets for email campaigns

**University of Florida Shands Children's Hospital** - Gainesville, Florida

**Children's App Developer - Illustrator** - February 2019 - Present

Named with winning design out of four design teams | Collaborate with a partner | Translate pre-existing pre-op booklet into an app that was engaging for children | Develop a visual language | Work with UF biomedical engineering students on back-end development | Work with professional Child-Life Specialists from UF Shands Children's Hospital | Adapt the app into a book

**University of Florida George A. Smathers Libraries** - Gainesville, Florida

**C.A.R.L. App - Visual System Development** - August 2019 - May 2020

Collaborate closely with three peers | Conduct interviews | Research University history | Develop a visual system that is flexible for large amounts of information | Augmented reality + UX/UI | Craft brand book for client

**Chesapeake Bayhawks (Major League Lacrosse)** - Annapolis, Maryland

**Graphic Design + Marketing Intern** - May 2019 - August 2019

Team-oriented environment | Photograph and video athletes, fans, and events | Collaborate with league sponsors to create marketing materials | Design game day program covers weekly | Quick turn around for projects

**UF Student Government Productions** - Gainesville, Florida

**Director of Graphic Design** - June 2018 - April 2020

Conceptualize and develop creative solutions through visual systems | Lead the design and implementation of event promotion materials across multiple platforms, including print + web | Collaborate closely with a student-run organization to align design objectives with marketing goals

## Education

**University of Florida**

Bachelor of Fine Arts in

Graphic Design

May 2020 Graduate - Cum Laude

**One of 20 students chosen to participate in a highly collaborative studio environment.**

## Skills

**Adobe Creative Suite**

Photoshop, Illustrator, InDesign, After Effects, XD

Branding, Print Production, Craft, Developing Systems, Photography, Painting, Drawing

## Recognition

**Ligature 29**

Design Symposium & Exhibition

Juried by Tad Carpenter & Meg Lewis

Our UF Children's Hospital app was chosen to be in the exhibition. **It was then awarded the Faculty's Choice Award.**

Thanks for hangin' out ❤️