CHRIS RESILARD
VISUAL - DESIGN - UI

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EDUCATION

Ringling College of Art and Design
Aug 2011 - May 2015

Bachelor of Arts in Illustration

WORK

Riot Games, *Visual Designer*
Aug 2019 - Present

Designed various graphics for League Championship Series (LCS)
Designed merchandise for LCS regular seasons and the Championship winners
Created graphics for Valorant First Strike and Valorant Year 1
Collaborated with central design for the advertising campaign for
Arcane Season 1 in North America
League of Legends World Championship 2022 took over the BART Station
in SF I created the media prints throughout the station
Brainstormed and helped in the creation of the Teamfight Tactics Vegas Open
brand guide

TBWA\Media Arts Lab, *Visual Designer*
Feb 2019 - Aug 2019

Designed ads and assisted ad campaign launch for iPhone 11 Series
and iPhone SE 2

Part IV, *Jr Visual Designer*
Nov 2018 - Feb 2019

Designed ads for various Disney and various film production companies,
collaborated to create ad campaign ideas and showcases for movies

Nexon America, *Associate Visual Designer*
Jan 2017 - Feb 2018

Designed various work and web design for Nexon's roster of games and
helped launch a AA game Lawbreakers and MOBA Hyperuniverse

SKILLS

Illustration	Photoshop	Illustrator
Wireframing	Illustrator	Figma
Branding	Figma	
Realtime VFX	Adobe XD	
UI Design	Photoshop	