



# Renaldo Ferguson

EXPERIENCE	HOGARTH WORLD WIDE	GRAPHIC PRODUCTION LEAD	1/17-1/19
	Continuing lead interactive production work for Apple—newly responsible for file archiving maintenance for project files. I am also Lead Production Artist for Frameworks: Design Systems; I'm collaborating with Apple's Designers and Developers in an effort to provide pixel-perfect iconography assets and typographic templates for the Apple.com website.		
	LEVEL STUDIOS	GRAPHIC PRODUCTION ARTIST/LEAD	1/11-12/16
	Responsible for the handling and maintenance of imagery across the Apple.com website. I utilize advanced Photoshop techniques to deliver pixel-perfect imagery for the web, Apple Store App and interactive channel marketing materials. My eventual Lead role involves training artists and project management; working with the Apple Marketing Communications team to sustain project schedules. I was a Graphic Production lead for Apple's iOS 7.0 launch—managing a production team, while providing specs and image assets to engineers for implementation.		
	SONY COMPUTER ENT.	JR. GRAPHIC DESIGNER	2/10-11/10
	As a Junior Designer and Creative Assets provider for Sony Computer Entertainment America, I was responsible for the creation of licensing brochures and style guides of first-party game franchises. Also, responsible for design of trade show and events signage, retail displays and other miscellaneous work for the Product/Channel marketing and Events department.		
	PANDIGITAL, INC.	JR. DESIGNER/PRODUCTION ARTIST	6/08-11/09
	Graphic Design and Production Artist, where I was tasked by the Marketing Director and Senior Designer in the creation and production of packaging/collateral for Pandigital products. I also collaborated with the Senior Designer in the creative end of their packaging and branding.		
	ViVOtech, Inc.	DESIGN INTERN/JR. GRAPHIC DESIGNER	3/04-6/08
	A graphic design intern for print, web and mobile devices. I assisted the Marketing Director and Project Manager in several design duties, including collateral material, small product photography, and maintenance with the company website.		

EDUCATION	SAN JOSÉ STATE UNIVERSITY	B.A. DESIGN STUDIES; GRAPHIC DESIGN	5/07
	SOUTHWESTERN COLLEGE, CHULA VISTA CA.	A.A. GRAPHIC DESIGN	5/03

SKILLS	SOFTWARE	Adobe Creative Suite iWorks Suite	Sketch Microsoft Office
	COURSEWORK	Typography Graphic Design Photography PrePress	Illustration Color Theory Digital media/Web Design

REFERENCES	References and additional information are available upon request.
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