

Tina Child

www.tinachild.art

Graphic Designer

Bachelor's Degree -

Graphic Design

University of Niš

2016—2020

Niš, Serbia

Specialized Secondary

Education - Applied

Arts

Art School of Niš

2012—2016

Niš, Serbia

Skills

Pre-Press

Embroidery Production

Digitizing

Screen Printing

Screen Prep

Mural Painting

Large-Scale Art

Color Theory

Client Communication

Project Management

Software

Adobe Creative Suite

Adobe Illustrator

Adobe Photoshop

Adobe Premiere

Hatch Embroidery

InkScape

Contact

(505) 475-0516

tinachild.art@gmail.com

References available

upon request

CREATIVE PROFESSIONAL WITH EXPERIENCE IN GRAPHIC DESIGN, PRE-PRESS PRODUCTION, AND EMBROIDERY. SELF-MANAGED AND ADAPTABLE, WITH A STRONG TRACK RECORD OF SEEING PROJECTS THROUGH FROM CONCEPT TO COMPLETION. GROUNDED IN VISUAL FUNDAMENTALS LIKE COLOR THEORY AND COMPOSITION, AND NOW LOOKING TO BRING THESE SKILLS TO A GREAT TEAM WHERE COLLABORATION AND CREATIVITY THRIVE.

Graphic Designer/Production Coordinator - *Not for Everyone Games - Remote, 2024-Present*

- Led all visual design efforts for printed game materials, including packaging, cards, rulebooks, and marketing collateral, ensuring cohesive branding and high visual impact
- Managed formatting and pre-press preparation, optimizing files for various printing methods to guarantee professional, print-ready outputs
- Coordinated with multiple print suppliers to evaluate proofs, select materials, and oversee production quality, balancing aesthetic goals with manufacturing constraints
- Developed expertise in layout, color calibration, bleed setup, and file specs, focusing on print precision and production efficiency

Lead Graphic Designer/Production Specialist - *Guerrilla Graphix - Albuquerque, 2023-2025*

- Designed and prepped artwork for screen printing, embroidery, large-format, and digital output
- Managed all client communications for custom graphics, ensuring accurate translation from concept to production
- Oversaw the entire embroidery department, including digitizing, machine operation, and quality control
- Handled entire pre-press screen printing process: film output, darkroom exposure, reclaiming, and coating
- Operated as the sole in-house graphic designer, managing a wide range of print and merchandise projects
- Cross-trained in multiple departments and contributed to efficient production workflows in a fast-paced environment

Traveling Artist/Creative Collaborator - *Self Employed Contractor - Global, 2016-2023*

- Traveled globally to paint site-specific murals at hostels and community spaces, applying strong foundations in color theory, composition, and spatial design to enhance public environments
- Designed original large-scale artworks in collaboration with hosts, adapting to diverse surfaces, architectural constraints, and cultural contexts
- Provided creative support to small hospitality businesses by developing logos, brand visuals, and promotional materials tailored to local audiences
- Produced digital content including photography, short videos, and social media assets to help clients increase engagement and visibility across platforms
- Worked independently and on-location with minimal resources, demonstrating adaptability, creative problem-solving, and cross-cultural communication
- Leveraged traditional and digital tools to create work optimized for both aesthetic impact and practical use, from physical installations to shareable media

