GIA MAZZARELLA

Graphic Designer

EXPERIENCE

Advanced Sign

Production Graphic Designer

October 2024-Present

- Designs and prepares client-specific artwork and proofs, including photo mockups and 3D renders, to meet custom project requirements
- Translates approved artwork into production-ready files by applying knowledge of various sign-making processes, ensuring precision and consistency
- Collaborates with the marketing team on product development and assists the production team with large-scale printing tasks

Blot Magazine

Editor in Chief

May 2023-May 2024

- Revamped the magazine's brand identity, website design, and social media presence, boosting readership and online engagement
- Created and enforced the production schedule of two of the magazine's longest issues through clear communication with staff and external printer

Creative Director

February 2022–May 2023

Designer

September 2021–February 2022

Stoltz Marketing Group

Creative Intern

May 2023–August 2023

- Developed print and digital assets for clients like Tamarack Resort and Valley Regional Transit, managing multiple projects in a fast-paced environment
- Collaborated with the creative team to ideate and build a brand identity for a client in education

University of Idaho

UX Design & Research Specialist

June 2022–May 2023

- Operated within existing brand guidelines to construct cohesive interactive prototypes for user testing
- Implemented user and stakeholder feedback through rapid design iteration

EDUCATION

University of Idaho

BFA Studio Art and Design

August 2020–May 2024

Graphic Design Emphasis Advertising Minor

SKILLS

Typography Brand Identity Illustration UX/UI Design Print Design Social Media

TOOLS

Adobe CC Microsoft Office Suite Google Workspace Procreate Blender Hootsuite

CONNECT

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