Christopher Baum

graphic design • illustration • board games

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Objective

I'm a design professional seeking a career where I can bring my effective, whimsical design sense to my workplace and continue improving my technical skills and while working with clients.

Education

BFA in Graphic Design (2012)
Philosophy minor, AAS in Illustration
Rochester Institute of Technology

Tools & Tech

Expertise in
- Illustrator, Photoshop, Indesign, XD
- HTML, CSS, and SCSS
- Traditional and digital illustration

Proficiency with
- After Effects, Premiere, Audition, Sketch
- ServiceDesk, JIRA, Confluence

Memberships

- AIGA member since 2011
- LUMA Certified Practitioner

Skills

- Worked with CommonSpot, WordPress, and Jekyll for site creation
- Illustrator in traditional & digital media
- Skilled in long-form and short-form improv

Experience

Senior Multimedia Designer
Software Engineering Institute (Oct 2021–)
Leading the design direction of particular high-value efforts while creating print and web materials for both internal and external facing projects.

Multimedia Designer
Software Engineering Institute (Aug 2015—Oct 2021)
Conceptualizing and executing web and print materials for internal and government clients.

Lead Artist
Eye4Games (Nov 2013–)
Handling all concepting, design, packaging, illustration, and websites for the games produced.

Multimedia Designer
Software Engineering Institute (Aug 2015–Oct 2021)
Conceptualizing and executing web and print materials for internal and government clients.

Freelance Graphic Designer
(Nov 2014–Aug 2015)
Design services including branding & identity, print, web design, and front-end implementation for clients including FlyASite, WebKite, Rhiza, and Harvard Business School.

Graphic Designer
WebKite (Apr 2013–Nov 2014)
Identity & branding, as well as the implementation of and advertising for internal software products.

Freelance Designer
Pikimal [later WebKite] (July 2012–Apr 2013)
Design services including branding, illustration, and implementing HTML & CSS for a variety of clients.

Graphic Design Intern
Pittsburgh CLO (May 2011–Aug 2011)
Assisting with layouts for playbills and ads, updating website, and production of in-house designs.

Office Assistant
RIT Mech. Engineering Office (Sept 2010–May 2012)
Creation of promotional materials, filing, and working the front desk to answer inquiries.

Director of Advertising
RIT Improv (Sept 2009–May 2012)
Concepting, generating, and distributing promotional materials for shows and events RIT Improv put on.