



BRANDON W. OHMIE

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SUMMARY

Creative designer with nearly a decade of experience delivering bold, innovative design solutions. I thrive at the intersection of graphic design, UX design, marketing, motion graphics, and photography. My passion lies in pushing creative boundaries to deliver products that are both visually captivating and functionally impactful. From creating seamless user experiences to producing compelling visual content, I embrace the challenges that demand inventive solutions.

SKILLS

- Concepting & Sketching
- Writing & Editing
- Color Management
- Brand Management
- Creative Direction
- Prepress File Management
- Problem Solver
- Highly Creative
- Curious Thinker
- Team Player
- Effective Communicator
- Adaptable

EXPERIENCE

DIGITAL CONTENT SPECIALIST

Lewis-Clark State College

Feb. 2019 - Present

- Spearhead content design initiatives, ensuring alignment with the college's brand identity.
- Collaborate with cross-functional teams to create engaging visual content for marketing campaigns.
- Mentor a team of creatives across various disciplines, such as social media, photography, videography, and graphic design.
- Develop and design compelling visuals for both digital and print advertising.
- Translate creative briefs into engaging, well-executed visual concepts.
- Create custom illustrations and icons in order to support branding efforts.

CREATIVE DIRECTOR

Tangerine Games, LLC

July 2019 - Present

- Establish and uphold the Tangerine Games brand and brand standards.
- Determine the appropriate and optimal direction for art and graphic design for each product associated with the Tangerine Games brand.
- Routinely collaborate with external artists, graphic designers, and manufacturers.
- Develop and maintain prepress native files for each product in the Tangerine Games catalog.

EDUCATION

GRAPHIC DESIGN - BA

Idaho State University, 2017

Minor in Professional Writing

Minor in Photography

REMOTE PILOT

Federal Aviation Administration, 2021

FAA Part 107 Commercial Drone Certification

TRIUMPHS & AWARDS

- Designed, developed, and successfully funded my first board game, *Nestlings*, on Kickstarter in late Summer of 2023.
- Simplot Games Poster Competition - 1st Place
- Arizona Crawfish Festival Poster Competition - 1st Place