Austin C. Estes

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SUMMARY

Multimedia artist passionate about creating accessible art spaces. Fervent creator, capable of working both independently and encouraging collaboration.

WORK EXPERIENCE

Print Shop Designer / Signs330 / 2021-2022

- Work with customers to bring their design visions to life.
- Run large format printers (printing, paper changes, cleaning, and ink-head maintenance).
- Design die cuts and run plotters on printed materials.
- Professionally apply vinyl wrap to walls, vehicles, and signs.

Lead Designer / Mapcuts / 2022-Present

- Maintain my own work schedule, and project deadlines.
- Using QGIS to comb through and export vector data.
- Using a combination of Adobe Illustrator, Photoshop, and Lightburn to design map art.
- Design still advertisements, record/edit short and long form videos, this has included: 3D rigging and animation, traveling to sets to record promotional material using MILC Cameras, traveling to events to record blogs, and creating all graphics as needed per project. Managing my own lenses, cameras, light meters and audio equipment.
- Design logos, business cards, product packaging, marketing materials and signs.
- Create new products as needed, this has included: Clothing, backpacks, posters, enamel pins, blankets, a mascot, 3D print ready models, toys, and vector icon packages.

EDUCATION

Cleveland Institute of Art / Bachelors of Fine Arts / 2017-2021

- Collaborated with coders from Case Western Reserve University to make video games ands programs
- Managed a video game beta, handling modeling, texturing, rigging, animation, coding, and implementation.

Cuyahoga Falls High School / 2013-2017

- Started the Farm to School program under the guidance of Mr. McIntosh. I wrote a grant proposal and secured funds to build raised gardens in 2017, to grow fresh produce for our lunches. The program is now called The Fresh Farm Garden, and has been funded with a $100,000 grant from the American Endowment Foundation.

SKILLS

Photoshop, Illustrator, Premiere, Blender, Substance Designer, Lightburn, Unreal Engine, and FL Studio. Technical mastery of running film cameras, digital cameras, large format printers, audio equipment, 3D printers, plotters, and laser cutters.