



## JASMINE RADUE GRAPHIC DESIGNER

### HELLO

I am a Minneapolis-based graphic designer experienced in marketing and product design. My career has been focused on the board game space, though my skills are widely applicable to other industries. I like to dream big - my wild ideas are honed with an analytical mind and thoughtful eye for detail. With seven plus years under my belt, I'm confident in my abilities yet eager to grow my skills with new opportunities. Outside of work I can be found roller skating, practicing ukulele, and cultivating plant life.

### PROGRAMS

Photoshop, Illustrator, Indesign, Blender, After Effects, HTML, Acrobat, Bridge, Lightroom, Mac OS

### EDUCATION

#### THE ART INSTITUTES INTERNATIONAL MINNESOTA

ASSOCIATE OF APPLIED SCIENCE:  
GRAPHIC DESIGN



June 2015: Minneapolis, MN

#### UNIVERSITY OF MINNESOTA TWIN CITIES

BACHELOR OF SCIENCE:  
NEUROSCIENCE

June 2012: Minneapolis, MN

### CONNECT

-  [JasmineRadue.com](http://JasmineRadue.com)
-  [JasmineRadue@gmail.com](mailto:JasmineRadue@gmail.com)
-  [Linkedin.com/JasmineRadue](https://www.linkedin.com/JasmineRadue)
-  [Instagram.com/JasmineRadue](https://www.instagram.com/JasmineRadue)
-  920.737.7122

## WORK EXPERIENCE

### Z-MAN GAMES

GRAPHIC DESIGNER

December 2017–Current: Roseville, Minnesota

- Responsible for the graphic treatment of a variety of Z-Man's products and studio materials. Design fun, engaging, functional, and thematic graphics that compliment commissioned art and align with the studio's vision and goals
- Work collaboratively with other creative professionals to create new and exciting visual aesthetics for products
- Design concepts, graphics, and layouts for products as needed, including components, packaging, marketing materials, ect.
- Determine size and arrangement of illustrative material
- Work closely with game developers to meet project milestones.
- Interface with the Asmodee NA Production team, abide by their processes, and provide them with production-ready materials
- Manage multiple projects simultaneously and complete them in a timely manner
- Attend regular meetings to discuss current and future projects and engage positively in technique/training/critique sessions

### ASMODEE NORTH AMERICA

MARKETING GRAPHIC DESIGNER

April 2014–December 2017: Roseville, Minnesota

- Design engaging, thematic graphics that promote, inform, and generate excitement about Asmodee NA's products
- Coordinate with international teams to create and maintain cross-continental marketing campaigns
- Concept and design company websites with Asmodee North America's web development team
- Produce company website graphics, social media content, animated video clips, and consumer facing email campaigns
- Design large convention graphics, tournament prizes, print advertisements, and catalog layouts
- Plan, design, refine, and submit graphic design solutions under tight deadlines
- Collaborate with team members and work independently to handle multiple projects at a time
- Work closely with in-house and outsourced print production to ensure quality print color, material choice, and cost value

(This position was previously under Fantasy Flight Games until the marketing department merged with Asmodee North America in January 2016)

## INTERNSHIP

### FANTASY FLIGHT GAMES

MARKETING GRAPHIC DESIGN

July 2013–October 2013: Roseville, Minnesota

- Worked with the marketing team and interdepartmentally to meet time-sensitive deadlines
- Created a variety of print and web-related advertisements
- Attended and demonstrated games at Gen Con