



# JOHNNY RIVERA JR

— GRAPHIC ARTIST —

PROVIDENCE, RI • (401) 282-8775  
JOHNNYRJRDESIGN@GMAIL.COM  
JOHNNYRIVERAJR.COM

## SKILLS

- Web development skills
- Training in UI and UX
- Adobe Creative Suite  
- Specializing in *Premiere Pro*, *After Effects*,  
*Photoshop*, and *Illustrator*
- Video Editing Proficiency
- Experience in Content Marketing
- Experience in HTML and CSS
- Skilled in Motion Graphic Animation
- Reliable employee who takes pride in work
- Strong written and verbal communication skills
- Excellent team collaboration skills

## EDUCATION

### NEW ENGLAND INSTITUTE OF TECHNOLOGY

Bachelor of Science degree in Graphics, Multimedia, and Web Design – 06/2018

Associate of Science degree in Graphics, Multimedia, and Web Design – 09/2016

## INTERESTS

- Ukulele Player since 2011
- Film Study/Analysis
- Competitive Smash Bros.
- Physical Fitness
- Rock Climbing

## WORK EXPERIENCE

### LAB ASSISTANT

2017-18

#### NEW ENGLAND INSTITUTE OF TECHNOLOGY, RI

- Peer tutor for students who needed help with homework and software questions.
- Required to be punctual and prompt for opening the student lab.
- Responsible for accounting and distributing school equipment to students.

### INTERN FOR GRAPHICS

2016-17

#### NEW ENGLAND PUBLISHING GROUP, MA

- Collaborated well with a team.
- Work in a deadline driven environment to create a weekly e-news letter and post open house listings.
- Site maintenance and adjustment using HTML, CSS, and PHP.

### SUBURBAN CLEANING SERVICE

2018-PRESENT

#### CVS HEALTH FINANCE CENTER, RI

- Currently employed by CVS as a custodian in the building's kitchen and cafeteria.

## DESIGN PROJECT WORK

### ANIMATED EXPLAINER VIDEO ————— 2018

- Created a 2D animated explainer video about Roger Williams Park Zoo and its activities using Adobe After Effects
- Created assets using hand drawing in Adobe Photoshop.

### KINETIC TYPOGRAPHY ————— 2018

- Created an animated typography video based around the Overwatch video game character "Doomfist."
- Synchronized audio with visual effects to add impactful moments.

### 3D MODEL MAGAZINE COVER ————— 2017

- Created an intricate 3D model brain and set using Cinema 4D.
- Created a mock magazine cover for Spectrum Magazine using Adobe Illustrator.

 [LINK TO DEMO REEL](#)