Willem Behrndt

WIL.MEDIA
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GRAPHIC DESIGNER AND VISUAL ARTIST
SEATTLE, WASHINGTON

Education
↳

University of Washington, 2020 - 2023
↳ Bachelor of Fine Arts (BFA)
GPA: 3.90
Awarded Dean's List for 11 quarters

Produced exhibition posters and various media pieces for a public collaborative art exhibition hosted at a university gallery space.

Collaborated with front-end web developers to make reactive audio interface visuals on a public documentation repository website.

Worked with group feedback to refine multiple menu designs.

Created motion design and title assets for video works across various media channels, establishing a strong knowledge set in type hierarchy and layout.

Western Washington University, 2018 - 2020
↳ Graphic Design - Art Studio, Double Major
GPA: 3.60

Finalized and developed a comprehensive re-brand for a local hot sauce brand and worked with teams of students to research, prototype, and lead discussions on branding related topics.

Practiced foundational visual communication principles and learned fundamental typography concepts.

Skills
↳

Proficient
↳ Visual Design, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects, Figma, DaVinci Resolve, Motion Design, Layout Design, Editorial Design

Intermediate
↳ Blender, Canva, Adobe XD, Cinema 4D, Adobe InDesign, Adobe Lightroom, Agile Method, Screen Printing, UX/UI Design

Developing
↳ Webflow, TouchDesigner, Python, Merchandise Design, HTML

Select Coursework
↳

Experimental Video Production
Typography Fundamentals
Coding In Python
Video And Photo Foundations
Graphic Design Concepts

Event
↳

Group Exhibition - VIVID VULNERABILITIES
↳ Sandpoint Gallery
Seattle, WA
November 18th – December 4th, 2022

Assessed group graphical style preferences and finalized duotone poster. Collaborated with screen printers to create promotional posters. Created wall text vinyls, designed media assets, and showcased a personal illustration at the exhibition.