

Mitchell Culp

Graphic Designer

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RECENT WORK EXPERIENCE

Specialty Sales Associate, Target Corporation, Columbus, OH October 31, 2024 - September 7, 2025

- Applying marketing techniques to help customers reach an informed decision the product that would best suit their needs.
- Utilizing an effective student mentality in performing well in the company training program in order to learn the operations and policies expected of me.
- Setting performance goals and working to perform and execute them in a timely manner in order to get the most tasks accomplished in a single work day as well as planning the weekly schedule around performance.
- Demonstrating time management skills in balancing customer service along with the duties required of the electronics department staff with attention to detail to keep the shelves clean.

Freelance Commissioned Artist, Self-Employed, REMOTE Summer 2019 - Present

- Developing a strong portfolio of commissioned art pieces for clients in a variety of styles and designs.
- Creating detailed artworks to client specifications, meeting established deadlines and ensuring high quality results.
- Established pricing structures that reflected the complexity of projects while providing competitive rates that are customer-friendly.
- Adapting artistic styles to meet customer needs while still maintaining creative integrity.
- Maintains excellent communication with customers throughout the creation process to ensure satisfaction with the finished product.
- Cultivates relationships with potential new clients through networking events and online presence.
- Generating unique ideas for projects that exceeded customer expectations.
- Utilizing various software programs including Adobe Photoshop, InDesign, and Illustrator to create digital artworks.
- Editing exiting images to create custom designs to meet expectations of a project's outlines.

EDUCATION

Kent State University, Kent, OH Graduated May 2022
Bachelor of Arts, Major: Visual Communication & Design

Lakeland Community College, Kirtland, OH Graduated May 2019
Associates of Graphics Design

SKILLS

- Adobe Creative Suite • Web Design • Creative Design • Teamwork • Microsoft Office Suite • Logo Creation
- Public Speaking • Sketching & Brainstorming • Figma • Commission Requests • Sales Contracts
- Digital Illustration • Adobe Acrobat • Marketing & Advertising • Time Management • Sketch Designs
- Social Media Promotion • Visual Integration • Critical & Creative Thinking • 2D Vector Illustrations
- Graphics & Photo Imaging • Communications & Media • Conceptual Graphics • Traditional Fine Art Skills
- Adaptability & Flexibility • Graphic Arts Design • Understanding of Anatomy • Character Design
- Popular Trends • Originality and Creativity

RELEVANT COURSEWORK

Kent State University

- Design Principles Practice • Intro to VCD Studio • Media, Power and Culture • Typographic Inquiry
- Design & Illustration Techniques I & II • Intro to Typography • Visual Ethics • Photography • Graphic Design I & II
- Professional Comm. in Design • Graphic Design Perspectives • Design Research & Methods
- Media Use & Effects • Graphic Design Internship Prep • Motion Graphics • Capstone Project (Graphic Design)

Lakeland Community College

- Life Drawing • History of Graphic Design • Graphic Production • Basic Digital Photography • Animation I
- Commercial Photography • Typography • Advanced Typography • Graphic Design I & II • Advertising Design I
- GRDS Portfolio • Info Fluency Workplace • Intro to Design Research

COURSEWORK HIGHLIGHTS

Design Principles Practice

- Learned the basics regarding design, composition, and the importance of layouts and placements.
- Project-intensive, made excellent practice and execution of meeting deadlines.
- Use of ink to promote extra precaution when measuring and using tools to make intricate and precise linework with minimal rework and adjustments.

Design & Illustration Techniques I & II

- Introductory course in design/illustration. Object drawing with emphasis toward rendering materials and techniques used in reproduction, perspective, spatial organization and use of reference material.
- Foundational drawing and composition skills. Introduction to color theory as it applies to illustration and design. Students explore color mixing and color schemes through traditional watercolor and digital color approaches.

Design Research & Methods

This course is an introduction to research methods used in the professional practice of visual communication design. Students are exposed to strategies, tactics and frameworks used in the creation of design artifacts. Students will gain an understanding of research strategies, tactics, tools and applied use through a combination of classroom lectures, readings, online forums, homework assignments and group discussion.

Visual Ethics

Course topics include the understanding of visual form, the responsibility of the designer, photographer and illustrator, and those working in collaboration with visual communicators. Topics covered include image manipulation, copyright laws, ethical and professional guidelines, sustainable design practices and acting as an advocate of the consumer and audience member. Discussion topics include credibility, dignity and developing a personal philosophy towards visual ethics.

Business and Professional Communication

This course explores writing for creative professionals, including designers, photographers and illustrators. Students define and practice writing in the academic setting and the professional arena. Students practice writing creative briefs, proposals and contracts. They also develop estimates and grant proposals in order to secure funding and determine budgets. At the end of the semester, students practice presenting ideas through writing and oral presentations. Students are encouraged to combine course efforts by writing about a senior capstone project, an individual investigation or another project in an upper-level studio course. Writing about current or recent work helps students apply writing techniques in concrete and tangible scenarios.

Intro to VCD Studio

An introduction to basic design processes using research, writing, conceptual problem-solving and format organization of two dimensional space utilizing type and imagery. The course structure and projects are designed to challenge the student to manipulate the elements of graphic design in an experimental way, and to develop critical thought and aesthetic response. The projects utilize different compositional elements (abstract shapes, letterforms, images) as a way to learn the basic principles of two-dimensional design—hierarchy, unity, balance, contrast, alignment, repetition. Students will use several methods of design development—sketching, tracing, detailed drawings, computer renderings, research of existing work, class discussions and critiques. Software will be used to develop final compositions.