

TRENT STONE

DIGITAL DESIGN

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OVERVIEW

Far from just a digital designer, I combine my graphic design and production skills with influence from an extensive background in sales and marketing, producing work that isn't just functional and great to look at - but influential, on-brand and impactful. I bolster this with industry experience in VR production, as well as admin skills from work in data entry and information management.

RELEVANT SKILLS & EXPERIENCE

Graphic Design

Strong skills in graphic design, with a penchant for intuitive and precise layouts, impactful branding, clean typography and intuitive UX. Tools of trade include Adobe Photoshop, Illustrator, Flash/Animator, Premiere Pro and InDesign. Excels in roles that demand great communication, both internally and with clients.

Digital Media Production

HTML5+CSS skills for rapid web design and prototyping. Skilled in physically-based rendering for product design, architectural visualisation and graphic applications. Commercial experience developing 3D assets (modelling, texturing, rigging, animation) and VR app design.

Front-line Sales, Marketing & Management

9 years industry experience in sales, customer service and marketing. Roles involved management and operation of self-contained sites at home shows including setup, maintenance, sales, cash handling and breakdown.

IT, Admin & Information Management

Strong computer literacy and problem-solving skills, platform-agnostic. Proficiency in Office software and data entry, excellent time management and attention to detail. Exemplary written and spoken English skills. Typing speed 70wpm (10th percentile).

QUALIFICATIONS

Bachelor of Creative Technologies / Auckland University of Technology

Class of 2014 / Major: 3D Art and Virtual Reality

- Cross-disciplinary degree; incorporates elements of digital design, engineering, art and computer science, with strong focus on emerging technologies
- Notable projects undertaken include: web design, 3D asset creation for games, production of three separate virtual reality experiences, animation and physics simulation

RELEVANT WORK HISTORY

Graphic & Digital Designer ✂ Freelance / Volunteer

2016 - Present

- Produced designs, rebrands and renders on a freelance basis, most notably packaging designs for foodstuffs including Tonzu tofu products
- Exhibited exceptional time management and interpersonal skills for liaising with clients, both working to set briefs and building/directing them with client input

3D Artist & Unity Developer ✂ Waxeye Digital

Production Company ✂ 2014

- Assisted with creation of an award-winning virtual reality experience for Air New Zealand, featured at both Te Papa and Auckland Museum
- Duties included asset creation (modelling, texturing, rigging and animation) as well as composition of Unity scenes and VR testing

ADDITIONAL WORK HISTORY

Data Entry Operator ✂ Crombie Lockwood Limited

Insurance Brokers ✂ 2016

- Assisted with en-masse migration of client data from subsidiary insurance brokers to a centralised system, consistently exceeding targets for policies migrated
- Additional duties included database testing, document management and data cleansing

Sales Consultant ✂ Fullers Group Limited

Ferry Transport & Tours ✂ 2015 - 2016

- Adapted sales experience to travel and tourism setting, with focus on sale of tour packages, inter-city transport and customer service

Sales Representative ✂ Brookings Agencies Limited

Sales, Marketing & Management ✂ 2007 - 2015

- Sold a wide range of products and homewares at home shows and lifestyle exhibitions across the country, managing and operating self-contained sites whilst also performing sales duties
- Consistently achieved high sales figures and adapted to new products seamlessly and efficiently