

BRIAN BOROWIEC

VISUAL DESIGN RUFFIAN

CONTACT

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PROFICIENCY



INTERESTS

Coffee
Video Games
Painting
Rock Climbing
Westerns
Sandwiches

ABOUT ME

Charles Eames describes the role of the designer as that of a thoughtful host anticipating the needs of their guests. I love being able to solve my client's problems with a similar mentality in a way they never thought possible. My life revolves around absorbing the creativity around me and bringing that inspiration to my work and personal life. I specialize in branding and logo creation, graphic design, and illustration, but I am always a student in my pursuit of greatness.

EDUCATION

2009 - 2013

Bachelor of Arts in Media Arts and Digital Production
Minor in Art History
University of Arizona

EXPERIENCE

Senior Designer • Atom Tickets

December 2016 - Present • Los Angeles, California

- Worked with leadership to define brand identity through the following design principles.
 - **Contrast** - We needed to stand out from the crowd.
 - **Stability and Balance** - Finding a happy medium of form and function.
 - **Agility** - Adaptable to a variety of experiences.
- Supported all design needs of the company from digital to printed materials, as well as marketing collateral.
 - **Out of Home, Digital, Magazine, Theater Signage, Posters, Social, and Platform.**
- Created sub-brand style guides, content operation assets, and elements used in the UI.

Senior Designer • Simba (iOS App)

February 2017 - May 2017 • Los Angeles, California

- Created a style guide that featured both UI/UX elements as well as visual rules.
 - **Added a library of icons, marketing materials, character graphics, and a presentation template.**
- Delivered brand collateral as well as logo alternatives, typeface, and colors.

Designer & Illustrator • Activision Blizzard, Inc.

September 2014 - June 2016 • Los Angeles, California

- Conceptualized and illustrated digital art for web and printed distribution.
- Collaborated with project leads to design assets for Call of Duty, Destiny, Skylanders, and Guitar Hero Live franchises.
- Lead a team of 3 designers and worked with engineers to deliver finished assets.
 - **Implemented in-game upgrade path designs into the final build of Skylanders.**