

Daniela Nomura

geboren 21.08.1982

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en As a designer it is important to me to assist the entire design process. Working in a team fueled by the creativity and diversity of its members is something that I value immensely for this process. Only with this can quality-crafted work be delivered to the client.

de Als Designerin ist es mir wichtig, den gesamten Designprozess zu begleiten. Der Arbeit in einem Team, das von der Kreativität und Vielfältigkeit seiner Mitglieder lebt, messe ich eine große Bedeutung zu; nur so kann dem Kunden hervorragende Arbeit geliefert werden.

experience / Berufserfahrung

Satellite Design / satellite-design.com // San Francisco, California

09/2007–11/2010, designer

involvement Here I took part in the design process for print collateral, packaging, and identity. The studio's focus is on outdoor industry brands and helping new businesses build new identities. Clients I worked with directly include: curious collection papers, Westcomb, Mountain Hardwear, Crystal Springs Uplands School, and Timbuk2.

Artshaped Design / artshapeddesign.com

since 10/2004, independant freelance designer

The Creative Group / creativegroup.com // San Francisco, California

05/2007–09/2007, designer & production artist

involvement The Creative Group opened doors to new print design and production assignments within San Francisco and the East Bay.

Satellite Design, San Francisco | September 2007 *design*

Office | Jason Schulte Design, San Francisco | September 2007 *production*

Orrick, Herrington and Sutcliffe LLP, San Francisco | July–September 2007 *design*

Celery Design, Berkeley | June 2007 *design and production*

Propp+Guerin, San Francisco | May–June 2007 *design and production*

Artisan Creative / artisancreative.com // San Francisco, California

08/2006–04/2007, designer & production artist

involvement Artisan Creative matched my skills and interests to graphic design studios and marketing departments within the Bay area for contract work. Working with various designers and managers taught me to adapt quickly to new environments as well as exercise a range of production skills.

1185 Design, Palo Alto | Feb–April 2007 *design and production*

Cost Plus World Market National Headquarters, Oakland | Oct 2006–Feb 2007 *production artist*

IDEO, San Francisco | Sep 2006 *print design*

Mulch Design / mulchdesign.com // Bend, Oregon

01/2005 to 07/2006, designer & production artist

involvement My contribution to this multi-disciplinary graphic design studio focused on designing eco-sustainable solutions. Projects I developed concerned: logo & branding | print collateral | front-end web design | signage | advertising | eco-sustainable production research

education / Schulischer Werdegang

The University of Georgia // Franklin School of Arts // Athens, Georgia

2004 BFA / Graphic Design

design instruction typography | print layout | digital design | illustration | digital photography | print production

awards HOPE Scholarship, Presidential Scholar

Cortona, Italy Art Studies Program // The University of Georgia

2002 semester study abroad for art courses and Italian art history tours of northern Italy

Awarded stipend for excellence in course prerequisites

art instruction bookmaking | drawing techniques | papermaking | printmaking | fine art & Italian art history

internship / Praktikum

2004 **Positype Digital Type Foundry** + Genetic ICG // positype.com + genetic-icg.com (now slicedbreadco.com) // Athens, Georgia

proficiency / Kenntnisse

design programs/programme Adobe Creative Suite 4 | Lightroom | FreehandMX | Dreamweaver | Quark 7.0 | Keynote | Mac-proficient

photography/fotographieren Canon DI-MarkII, basic studio lighting for product shots and portrait photography

languages/Sprache Englisch (Muttersprache) und Deutsch Sprachniveau B1

excellent references available upon request