

MIGUEL CERVANTES

GRAPHIC, VISUAL & STRUCTURAL DESIGNER

PROFILE

Highly creative and multi-talented Graphic Designer with extensive experience in print design, apparel design, Visual Design and POP Display design. Exceptional collaborative and interpersonal skills; dynamic team player with well-developed written and verbal communication abilities. Passionate and inventive creator. Accustomed to performing in deadline-driven environments with an emphasis on working within budget requirements. Fluent in English and Spanish

CONTACT ME

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CONNECT

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WORK EXPERIENCE

• RETAIL CONCEPT DESIGNER

THE WALT DISNEY COMPANY, DISNEYLAND , 2018-CURRENT

This position entails a verity of tasks. Responsible for creating concepts sketches and 3D rendering of retail spaces throughout the Disneyland resorts; including Disneyland, California Adventure, Downtown Disney Shops and a few locations on the East Coast. Once approved, i take on the project management roles to research and have vendor produce assets to bring the concepts to life. My role also requires graphic design and advertising skills to bring marketing assets, signage for screen and backlit applications. My job requires attention to detail, time managment and teamwork to take concepts and file preperation, into physical production.

• STRUCTURAL DESIGNER / DIRECT EDGE MEDIA INC., 2015-2018

Store front advertising and prop engineering and prototyping. My team and i focused mainly on Vans Shoes, along with smaller projects for clients such as Panda Express, Billabong, Saint Archers and many others. I work with a range of material to achieve Large scale window display designs. My role consist of concept drawing, designing the structural aspect of projects, project managing, and overseeing production and packout.

• GRAPHIC DESIGNER / VARGAS CREATIVE GROUP, 2014

Responsibilities required client meetings, concept drawing, logo design and custom branding for Real Estate professionals. Set up mock ups and proofs for clients to review, layout editing photo retouching and final file distribution.

• VISUAL DESIGNER & ENGINEER / GRAPHIC TECH, 2012

Structural Design Concept and engineering prototypes for clients such as Gap, Sephora, Disney Store and few smaller clients. Working with a range of corrugated, plastics, acrylics and foam core material. Project managed several accounts to follow jobs from the concept phase into production and distribution packout.

• ARCHIVIST & I.T TECH/ PARKVIEW HOSPITAL, 2010

Prepared, scanned and archived confidential medical charts, ER reports. Extensive customer service, IT technician assisting hospital staff with computer, and printer issues, software instalation and some harware replacement.



EDUCATION

• ART INSTITUTE OF CALIFORNIA / GRAPHIC DESIGN & ADVERTISING, 2008

• FULLERTON COLLEGE / GRAPHIC DESING, ADVERTISING, BRANDING, AND GENERAL EDUCATION, 2006

• PASADENA CITY COLLEGE / EXPRESSION WEB CERTIFICATION, 2011

• BREA OLINDA HIGH / 2004



PROFESSIONAL SKILLS

- ADOBE CC SUITE
- CONCEPT DRAWING
- FINAL CUT PRO
- BRANDING
- MICROSOFT SOFTWARE
- AERIAL VIDEOGRAPHY
- SKETCH UP
- SCREENPRINTING
- PROTOTYPING