

Graphic Designer

Ronald Anthony

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Professional Summary

I am a Graphic Designer with a strong foundation in visual storytelling, digital media, and brand communication. Expert in creating 2D & 3D graphics, marketing assets, Merchandising layouts and pitch materials, with additional strengths in motion graphics and video content. Skilled in Adobe Creative Suite and working with 3D workflows, allowing for a broader approach to visual problem solving and content creation across digital and print promotional platforms.

Education

Clark University

Worcester, MA

Masters of Fine Art. GPA 3.97/4

Relevant Coursework: 3D Art II. Graduate Studio. Interactive Media Seminar I-II. Advertising and Design. Procedural 3D Art & Unreal Engine

Becker College

Worcester, MA

B.A. Interactive Media and Design.

Graduated Summa cum laude GPA 3.89/4

Becker College Dean's List: Spring 2020, Fall 2020, Spring 2021, Fall 2021

Relevant Coursework: 3D Art I. Design Studio. 3D Modeling and Texturing. Animation and rigging. 3D Digital Sculpting. Raster and Vector Adobe Suite. Intermediate Design. Advanced Design. Visual Effects.

Technical Skills Programs:

Design & Multimedia Software:

Adobe Creative Suite • Photoshop • Illustrator • After Effects • InDesign • Premiere Pro • Acrobat • Canva • Blender • WordPress • Maya • ZBrush • Substance Suite • Marmoset Toolbag • PowerPoint • Word • Google Drive • Google Slides • Google Docs • Illustration

Interactive & Real-Time Media:

Unreal Engine • Nvidia Omniverse • Unity • Real-Time Cinematics • Lighting & Scene Composition

Production & Collaboration Tools:

GitHub • Jira • Slack • Miro • Microsoft Office • Google Workspace • Canva • Teams

Core Competencies:

Visual Branding • Digital Illustration • Layout Design • Motion-Ready Content • Real-Time Visualization • Storyboarding • UI/UX Awareness • Merchandising Principals • Multimedia Presentation Design • Presentation Creation • Typography • Graphic Design • Templates

Experience

Deca Defense

Remote

Graphical Artist & Multimedia Designer

October 2025 – Present

- Spearheaded visual and cinematic content creation for defense training and simulation projects using Unreal Engine. Built 3D environments and developed cinematic sequences with a focus on composition, lighting, and clear visual storytelling, supporting the delivery of multiple presentation ready scenes.
- Created digital assets for simulations, presentations, and training media, helping improve overall visual quality and consistency across deliverables. Collaborated with cross functional teams and helped streamline workflows, reducing iteration time and increasing production efficiency while maintaining a high level of visual polish.

Zero Down Studios

Remote

3D Visual Designer & Technical Artist

August 2023 – December 2024

- Advanced the visual development and launch of *Galaxy Rush* on Steam, focusing on environment design, shader development, and stylized visual direction. Designed and developed over five stylized environments with a cohesive visual identity, while creating custom shaders and texture workflows to establish a distinct look.
- Balanced visual quality with optimized performance for real time delivery, and applied lighting techniques to enhance mood and player engagement. Worked closely with developers and designers to integrate assets efficiently and support a smooth production pipeline.

Clark University

Worcester, MA

Summer Program Instructor

June 2024 - August 2024

- Designed and led a multimedia curriculum for high school students centered on digital storytelling, game design, and creative production. Taught visual design principles, interactive media, and production workflows through lectures and live demonstrations.
- Guided students from concept to final presentation, mentoring across digital art, 3D design, and audio integration. Supported the development of multiple student projects, helping improve both technical skills and creative confidence.

Clark University

Worcester, MA

Teaching Assistant – 3D & Digital Media

August 2023 - May 2024

- Provided hands on support in 3D modeling, visual design, and multimedia production tools. Led workshops in Blender and Maya, helping students build a strong foundation in digital asset creation.
- Offered detailed feedback on composition and visual clarity, supporting students from early concepts through final execution and improving overall project quality across the class.

MassDigi

Worcester, MA

Multimedia & 3D Artist Intern

June 2023 - August 2023

- Developed the 3D visual style of *Merge Monastery* for iOS and Android, focusing on stylized environment design and cohesive visual direction. Designed and textured environments with an emphasis on atmosphere and consistent visual identity. Collaborated with a creative team to develop a unified Zen Garden environment, while optimizing assets for cross platform performance and maintaining strong visual quality across mobile deliverables.