

# May Gossett

## Visual Designer



### Illustrator and Designer

#### Freelance

March 2017–present

- Leads UI/UX design projects from concept to execution for web and mobile applications, ensuring seamless user journeys and intuitive interfaces.
- Designs bespoke graphics, including illustrations, animations, charts, banners, iconography, and typography, to enhance visual appeal and communicate key messages effectively.
- Develops high-quality traditional and digital paintings and vector illustrations that meet the aesthetic and tonal needs of clients within budget and on time.
- Ultimately delivers a diverse range of projects, including editorial illustrations, book covers, album covers, advertising campaigns, branding, and short animated videos and .GIFs.
- Strong ability to internalize a vague or broad scope and transmute it into beautiful, seamless, and engaging designs, diagrams, and depictions.
- Proven proficiency with character work, concept work, and portraiture.
- Supplied over 80 individual commissioned works with 100% client satisfaction.

*UI/UX design*

*Web design, mobile design*

*Rapid iteration*

*Wireframing, prototyping*

*User research, user testing*

*Character illustration*

*Animation*

*Digital art, vector art*

*Iconography*

*Typography*

*Art direction*

*Graphic design*

*Marketing, branding*

*Budget management*

*Project management*

### Visual Designer

#### Fat Pencil Studio

October 2021–January 2024

- Developed interactive multimedia content for forensics projects and court cases, resulting in several multi-million dollar settlements in favor of clients.
- Managed projects and supervised teams of 1-2 designers to create compelling trial exhibits, including slide decks, interactive PDFs, high-quality videos and images, printed posters, and custom websites, ensuring effective storytelling and attention to detail.
- Demonstrated proficiency in a wide range of graphics—including animations, illustrations, videos, maps, presentations, timelines, iconography, typography, charts, 3D models, and informational slide decks.
- Utilized user research methodologies and conducted testing to glean insights into user behaviors and client preferences, informing design decisions. These efforts led to tangible improvements in user satisfaction and engagement levels, enhancing the overall effectiveness of the exhibits.
- Engaged in wireframing and rapid prototyping techniques, using web design expertise to create user-friendly interfaces and engaging experiences.
- Collaborated closely with clients to understand case needs and deliver tailored bids and design solutions within all budget and timeline constraints.
- Spearheaded the marketing department for the studio, increasing client base by 5% each quarter through in-person conferences and printed advertising collateral.

*3D visualization*

*Client coordination*

*Budget management*

*Custom illustrations*

*Motion graphics, animation*

*Web design*

*Marketing, branding*

*Rapid prototyping*

*Project management*

*Project leadership*

*Crime scene reconstruction*

*Visual facilitation of expert opinions*

*Interactive medical exhibits*

*Video analysis, syncing, enhancement*

*Timeline decks, key player diagrams*



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I am a multimedia visual designer driven to do my best and help everyone around me to do the same. My experience spans 3D modeling and printing, logo and brand design, animation, video game development, photo and video editing, traditional paintings, digital illustrations, and slide decks involving timelines, charts, maps, typography, vector art, and iconography. From a young age, I have been passionate about drawing and writing, and I began coding my own websites at the age of 12. With 17 years of experience in the Adobe Creative Suite, including 7 years in 3D modeling and 5 years in product-oriented digital design, I bring a wealth of knowledge and expertise to my creative practice.

## Art Instructor

Vancouver Art Space  
Chehalem Cultural Center  
March–October 2021

- Developed and implemented curriculum for students of all ages and skill levels.
- Featured, recurring classes included oil painting in the *alla prima* style, acrylic Pop-Art, and the fundamentals of portraiture through various media.
- Additional courses involved large-scale multi-media work, watercolor, drawing, photo and video editing, spatial relationships, and interactive, interdisciplinary projects.
- Created and delivered educational presentations.
- Started and spearheaded weekly teacher sessions in problem-solving extra aid and support for students.

*Program development*  
*Program and team coordination*  
*Multi-media design*  
*Interactive design*  
*Educational slide decks*  
*Presentation design and development*

## Gallery and Research Associate Lab Tech

University of West Florida  
January 2017–October 2019

- Orchestrated a professional exhibition showcasing large-format photographs and videos, enhancing the artist's visibility and influence.
- Designed and built an underwater camera apparatus to virtually test turbidity, demonstrating heightened engineering skills and innovative, interdisciplinary problem-solving capabilities.
- Maintained and operated 3-D printers and CNC machines in the Art Fabrication Laboratory, supporting students across the entire department in realizing their design projects.
- Provided instruction and tutoring to students in animation, photo and video editing, 3D modeling, 3D printing, and programming, employing technical proficiency, compassion, drive, and collaborative creativity.
- Secured several grants and funding for equipment upgrades and educational initiatives, contributing to the growth and development of the department.

*Photography*  
*Videography*  
*Engineering design*  
*Animation*  
*Photo, video editing*  
*Instructing, tutoring*  
*Grant writing*  
*Interdisciplinary design*

*Website dev, website design*  
*Design lead and art direction*  
*Exhibition planning*  
*Gallery installation*  
*File organization*  
*Project planning and structure*  
*Large-format photo printing*  
*3-D modeling and 3-D printing*

*Programming (HTML, CSS, C++)*  
*Video game development (Unity, Unreal, GameMaker)*  
*Concept art, world-building*  
*Custom music production*  
*Art direction*

### Design Tools

Figma  
Miro  
Magma  
Procreate  
Clip Studio  
SketchUp, Blender  
GravitySketch  
Keynote  
Photoshop, Premiere  
Illustrator, InDesign, XD  
After Effects

### Project Management

Google Suite  
Slack  
Dropbox  
AirTable  
MailChimp  
PowerPoint  
Excel

### Development

HTML, CSS  
UX Design  
UI Design  
VR  
Unreal Engine  
Unity  
Recap

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