



# Marlize A.

Toy | Product | Graphic Designer

## SOFTWARE SKILLS



Figma  
*(In progress)*



Illustrator



InDesign



Photoshop



KeyShot



ZBrush

## PROFESSIONAL EXPERIENCE

- 2021 - 2022 **Product Development Specialist at Hasbro**  
*Manage product approvals between Hasbro and it's licensees, communicate creative direction in line with key strategic business goals and brand creative direction - to ensure commercial requirements and timelines are achieved. Providing assets to partners to ensure they are aware of current trending style guides for each brand and more.*
- 2020 **Designer at Rosy Handmade - Freelance**  
*Creating brand, logo, graphics for website, flyers and marketing campaigns and taking product shots for Social Media accounts like Instagram and Facebook.*
- 2017, 2018, 2019 **Mechanical Artist at Hogarth World Wide - Contract Work**  
*Detail oriented mechanical creative tasks with tight rapid deadlines for a confidential major technology related company.*
- 2019 **Graphic/Packaging Designer at NYX Cosmetics (L'Oreal Affiliated)**  
*Creating renderings and mock ups of PDQ displays, preparing print ready files for factories, designing promotional marketing for print, digital and web, artwork manipulation, working on planograms, dealing with schematics, flow charts, position reports, creating packagings and dielines.*
- 2017 - 2018 **Product Designer at Beyond the Beauty - Freelance**  
*Art Direction, Packaging Design, pattern making and preparing specs for factories for beauty related products.*
- 2016 - 2017 **3D Jewelry Designer at De Rigueur Designs - Freelance**  
*Designing Jewelry in 3D, preparing 3D Models for 3D Printing and Renders.*
- 2017 **Product Designer at Allegro**  
*Designing Bags, Creating Patterns and Trend Boards, Preparing 3D Models and Renders.*
- 2017 **Product Designer at BAMKO - Freelance**  
*Concept Development, then Preparing 3D Models and Renders.*
- 2016 - 2017 **Product Designer at Performance Designed Products. Designing Video Gaming Accessories for licenses such as Disney, Marvel, Nintendo, DC etc...**
- 2012 - 2016 **Production Artist at Performance Designed Products then promoted.**

## EDUCATION

- 2023 - Present Google | Coursera  
**Google UX Design Professional Certificate (In Progress)**
- 2022 - 2023 Politecnico Di Milano (Italy)  
**Master of Design for Kids & Toys (Grad. with cum Laude)**
- 2023 Google Digital Garage  
**Certificate - Fundamentals of Digital Marketing**
- 2020 - 2021 Los Angeles Valley College  
**A.A. Degree in French**
- 2020 Gnomon - School of Visual Effects, Games & Animation  
**Digital Sculpting**
- 2016 / 2020 Otis College of Art and Design  
**Silk-Screen / Character Design**
- 2015 - 2016 Art Center College of Design  
**Sketching for Designers / Product Design Process**
- 2009 - 2011 Art Institute of California - Hollywood  
**Bachelor Of Science - Graphic Design (Grad. with Honors)**

## LANGUAGES

- Fluent English
- Fluent Arabic
- Intermediate French

## ACHIEVEMENTS

- 2013 Best Idea Competition  
**Top 3 Placement at PDP**
- 2011 - 2012 Merit Award
- 2010 - 2011 Merit Award