Kaili Whitmer

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EDUCATION

Drexel University   Philadelphia, PA

Bachelor of Science in Digital Media & Virtual Production   (Expected Graduation: June 2027)

(Major: Digital Media & Virtual Production)

EXPERIENCE

Self-Employed   Philadelphia, PA

Nail Artist   (Jan 2023 – Present)

- Create custom nail art designs, including hand-painted artwork, sculpted 3D designs, and intricate patterns, tailored to clients' preferences and occasions
- Schedule and manage client appointments using spreadsheets, ensuring timely and efficient service delivery
- Build and maintain strong relationships with clients, offering a welcoming and relaxing atmosphere, and addressing any concerns or requests promptly
- Adhere to strict sanitation protocols, including the sterilization of tools and workstations, to maintain a clean and safe environment
- Provide sketches or digital mock-ups, offer expert suggestions, and adjust designs based on client feedback to ensure a personalized and satisfactory outcome that aligns with their vision and occasion

Self-Employed   West Hartford, CT   /   Philadelphia, PA

Freelance Graphic Designer   (June 2021 – Present)

- Conceptualize and create custom logos for a diverse range of clients, ensuring designs align with their brand identity and vision
- Conduct in-depth consultations with clients to understand their branding requirements, preferences, and target audience
- Develop multiple logo concepts and present them to clients, incorporating feedback to refine and finalize the design
- Utilize industry-standard design software such as Adobe Illustrator, Photoshop, and InDesign to create high-quality logo designs

PROJECTS

Drexel 2024 Khatalampay Graduation Stole   Drexel University

Student Designer   (Spring 2024)

- Conducted research on cultural design elements and the cultural significance of colors to create a meaningful and representative graduation stole
- Developed and presented 2D mock-ups of the stole, incorporating traditional cultural patterns and symbols to reflect the each community
- Collaborated through virtual and in-person meetings with professors and student designers to develop visual elements representing cultural themes, utilizing color theory and design skills, and independently created finalized designs using Adobe and Procreate

TECHNICAL SKILLS

Programming Languages: HTML   /   C++   /   Python

Design Software: Adobe   /   Unreal Engine   /   Procreate

Development Process: Storyboarding   /   Agile Methodology   /   Stand-up Meetings

RELEVANT COURSEWORK

Design For Media I, II   /   Figure Drawing I   /   Human Computer Interaction   /   Computer and Information Design I, II
Explorations in New Media   /   Computer Graphic Imagery I   /   Digital Imaging for VR/AR Media   /   Motion Capture I

AWARDS / HONORS

Dean's List – Drexel University (Fall 2023)