



**evan
raisner**

ER@EVANRAISNER.COM

EDUCATION

Drexel University

PHILADELPHIA, PA

Graduated Summa Cum Laude

JUNE 2011

Bachelor of Science

GRAPHIC DESIGN

SKILLS

Illustration
Book Binding
Digital Photography
Fiction Writing
Copy Writing
Screen Printing
Typography Design

AWARDS

GD USA

American Inhouse Design Awards

BROCHURE - 2016

LOGO - 2016

STATIONERY KIT - 2016

POSTER - 2012

The AGDA Awards

PHOTOGRAPHY/ILLUSTRATION - 2009

Drexel University

THE DINI JONES AWARD FOR

OUTSTANDING CREATIVE ACHIEVEMENT IN GRAPHIC DESIGN - 2011

OUTSTANDING SENIOR PORTFOLIO AWARD - 2011

MARK L. GREENBERG AWARD FOR ACADEMIC EXCELLENCE - 2011

01.2006 — PRESENT

graphic
designer

EVAN RAISNER DESIGN

Create identity systems for events, including logos, posters, signage, and web graphics. Design and produce print editions of books. Work with a variety of different businesses and individuals on their brand and marketing materials. Help artists of various disciplines collect their portfolios and make books of their work.

06.2011 — PRESENT

game
designer

EVAN RAISNER DESIGN

Invent and test various different board and card games. Developed systems of illustration, design, and packaging for the games such as *Day of the Dead*. Used *Kickstarter* to market and distribute the game to an initial fanbase then built on the popularity by signing with the largest global hobby game distributor in the United States.

06.2013 — 08.2017

graphic
designer

FRANCIS CAUFFMAN

Sole graphic designer at an architecture, planning, and interior design firm. Work primarily in the Marketing and Communications department on various presentations, books, proposals, award submissions, and advertisements. Also help the architects and planners with various diagrams and graphic treatments of building façades. Produce graphic wall treatments and signage for several different corporate clients.