

# Marjorie Edmondson

---

Cullman, AL | [marjorieedmondson@gmail.com](mailto:marjorieedmondson@gmail.com) | LinkedIn: [Marjorie Edmondson](#)

Portfolio: [mfedmondson.com](http://mfedmondson.com)

Graphic Designer with 8+ years of experience, including 6 years on internal teams. Working primarily with Adobe Suite and Figma. Based in Cullman, Alabama. Additional Skills in UI Design, Illustration, and Concept Art.

## Software

Photoshop | InDesign | Illustrator | Figma | Canva | DaVinci Resolve | MailChimp | Word | PowerPoint | Docs | Sheets

## Hard Skills

Graphic Design | Digital/Print Marketing Materials | UI Art & Wireframing | Video Editing and Storyboarding | Web Graphics | Email Design | Photo Editing | Presentation Design | Merch/Swag Design | Social Media Design | Infographics | Digital/Vector Illustration | Character/Creature Concept Art | Prop Concept Art

## Experience

### Production Artist – Marketing | Jones Stephens | August 2021 - April 2024

- Created over 100 digital and print designs/assets for internal use as well as to support over 20 successful product and event launches, ensuring brand consistency
  - Digital flyers/catalogs, emails, GIFs and videos, newsletters, website graphics, presentations, infographics, internal documents, and social media posts (Facebook, LinkedIn, Instagram)
- Designed style guides, design templates, and brand guides to establish a consistent brand voice and assets for all designs.
- Collaborated with other departments, clients, and marketing team to present/brainstorm design ideas or gather information for design needs of clients/other teams.
- Assisted in project management for at least 12 product launches across multiple teams, communicating updates, assigning tasks, and adjusting deadlines based on individual contribution
- Balanced multiple daily design tasks by managing time in work management programs (Hive & Lytho) and identifying priority projects to consistently meet deadlines.
- Managed digital assets by establishing file organization system in SharePoint.

### Freelance Graphic Designer/Illustrator/Concept Artist | February 2016 – April 2024

- Creation of wireframes, mockups, and prototypes of UI for websites and games using Figma.
  - Organization of Figma libraries, variants, and components
- Designed social posts (Instagram, X, Facebook, Pinterest), logos, branding, apparel designs, business cards, signage, and marketing designs for small businesses and events.
- Illustrated artworks in various art styles for use in client merchandise, branding, or personal commissions.
- Created concepts for characters, props, and environments

### Graphic Designer | Initial Impression | November 2020 – August 2021

- Created designs for apparel, swag, and store merchandise following individual client branding and specifications.
- Designed dozens of daily social media posts (Instagram, Facebook) that increased customer engagement and produced sales.

### Graphic Designer | Cullman County Museum | March 2018 - March 2020

- Created designs for socials (X and Facebook), digital and print ads, signage, posters, flyers exhibit design, postcards, brochures, rack cards, business cards, and merchandise.

## Certifications

Figma UI UX Essentials | Udemy

## Education

Associates in Visual Communications | Wallace State Community College