

Marjorie Edmondson

Alabama, USA | Email: marjorieedmondson@gmail.com | LinkedIn: [Marjorie Edmondson](#) | Portfolio: [mfedmondson.com](#)

Graphic Designer of 10 years with 7 years of in-house experience. Additionally skilled in Digital Illustration, UI/UX, and Concept Art.

Software

Photoshop | InDesign | Illustrator | Acrobat | Figma | Affinity | Canva | Davinci Resolve | ArtStudio Pro

Hard Skills

Graphic Design | Digital/Print Collateral | Branding | Layout | Photo Editing | Vector Art | Digital Asset Management | Illustration | Video Editing
UI Art Assets | UX Wireframing | Concept Art (Creatures/Characters & Props) | Color Theory | Typography | Hierarchy

Experience

Rusken Packaging | Graphic Designer | May 2025 – Present

- Created artwork and print layouts of hundreds of corrugated boxes and displays.
- Created marketing and internal communication designs such as display booths, flyers, brochures, rack card, and videos.

Layout Designer (Contract) | TEEMA Title and Escrow | March 2025 – May 2025

- Created dozens of branded real estate print collateral and digital collateral using Adobe Suite and Canva
- Balanced multiple daily tasks in a fast-paced environment

Production Artist | Jones Stephens | August 2021 – April 2024

- Designed and did preflight for over 100 branded digital/print collateral materials for internal communications and 20+ marketing campaigns
- Created social post images and copy and used scheduling software (CoSchedule) to build brand social presence.
- Led creation of CGI elements by storyboarding, conceiving drawings, presentations, and collaborative review with a CGI team.
- Designed style guides and collateral templates to establish a consistent brand voice and assets for all designs.
- Balanced multiple daily design tasks by using work management programs and identifying priority projects to consistently meet deadlines.
- Managed digital assets by establishing file organization system in SharePoint.
- Collaborated with other departments, clients, and marketing teams to brainstorm, review, and present designs
- Assisted in project management for at least 12 product launches across multiple teams, communicating updates, assigning tasks, and adjusting deadlines based on individual contribution

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

- Designed social posts, branding, apparel, business cards, signage, and marketing collateral for small businesses and events.
- Creation of social media content for YouTube, Tiktok, and Instagram
- Created 2D illustrations in various art styles for use in client merchandise, branding, or personal commissions.
- Created game concepts for characters, props, and environments
- Creation of wireframes, mockups, and prototypes of UI for websites and games using Figma.

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

- UI/UX design basic principles, wireframes, and high-fidelity prototypes using Figma.

UX Design Foundations: Research, Design, Usability Testing | Udemy

- UX Research, Design, Usability Testing, Basic Principles, Wireframing, Prototyping.

Education

Associates in Visual Communications | Wallace State Community College