Marjorie Edmondson | Graphic Designer & Illustrator

Alabama, USA | marjorieedmondson@gmail.com | **LinkedIn:** Marjorie Edmondson | **Portfolio:** mfedmondson.com

Graphic Designer (10 years) & Illustrator (14 years) with 8 years of in-house experience working mainly in Adobe Suite and Figma.

Software

Photoshop | InDesign | Illustrator | Acrobat | Word | Figma | Affinity | Canva | Davinci Resolve | PowerPoint

Hard Skills

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

Experience

Graphic Designer | Rusken Packaging | May 2025 – Present

- Created branded marketing and internal communication designs such as display booths, flyers, brochures, rack card, and videos.
- Creation of vector packaging artwork and layout onto dielines of corrugated box packaging and retail displays following production specs.
- File maintance of artwork specs, print cards, templates, and design assets.

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

- Created dozens of branded real estate print collateral and social media posts 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 marketing materials for internal communications and marketing campaigns
- Created product packaging using dielines and following both branding and proper labelling according to law.
- Created social post images and copy then used scheduling software (CoSchedule) to build brand social presence.
- Led creation of CGI elements by storyboarding, concepting 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
- Illustrated dozens of digital artworks over a 14-year period for use as fine art décor, posters, flyers, and merchandise.
- 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 typographic designs and custom illustrations for apparel, swag, and store merchandise
- 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