

Evan Bailey

GRAPHIC DESIGNER

EDUCATION

MFA, Graphic & Interactive Design | May 2023

Tyler School of Art and Architecture,
Temple University, Philadelphia, PA

BFA, Printmaking | May 2015

University of Oregon, Eugene, OR

AWARDS & SCHOLARSHIPS

Presidential Fellowship | 2021

Tyler School of Art and Architecture, Temple
University, Philadelphia, PA

David McCosh Scholarship in Fine Arts | 2015

University of Oregon, Eugene, OR

TECHNICAL SKILLS

Adobe Creative Cloud
Microsoft Office Suite
Rhino
P5JS
Google Suite

SOFT SKILLS

Illustration
Screenprinting
Detail Oriented
Time Management
Teaching

evan-bailey.com

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EXPERIENCE

Academic Intern | Tyler School of Art and Architecture

Philadelphia, PA | August 2021 - May 2023

Taught alongside the professor for junior and senior level college Graphic Design classes. I was responsible for creating and leading various workshops related to design professionalism and best practices. This role heightened my critique and organization skills.

Graphic Arts and Interactive Design MFA Studio Tech | Tyler School of Art and Architecture

Philadelphia, PA | August 2021 - May 2023

I was in charge of the management of the Graphic and Interactive Design (GAID) graduate studio. Tasks included daily management of printing equipment, ordering and maintaining supplies, and maintaining the cleanliness of the studio in order to create an effective working environment.

Junior Designer | House of Gül

Portland, OR | June 2018 - November 2018

Collaborated with a creative director and a designer to conceptualize strategy decks for various clients. Generated social media content for Zaytuna College and Rovente Pizzeria.

Design Intern | House of Gül

Portland, OR | February 2018 - June 2018

Created social media content for the agency on all platforms and provided additional production support. Created social media content for the agency on all platforms and provided additional production support.

Design Intern | February 2016 - November 2016

Portland, OR | February 2016 - November 2016

Designed Apple mobile wallet templates for the sales team at Airship for various sales pitches to large corporations. Broadened my knowledge of working within a style guide, file organization, and working within a time line as I was managing up to 20 projects at a time. This position also challenged me to think in constraints of a mobile device and working with preexisting branding.