

Kristopher Boyce

Multi-media Designer

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Skills and Qualifications

After Effects	Lightroom	Figma	Cinema 4D	Sketch
Premiere Pro	Photoshop	Live Surface	Octane Render	Videography
Illustrator	Indesign	Web Flow	Photography	Virtual Reality

About

Kristopher Boyce is an experienced graphic designer specializing in brand identity design, UI/UX, and typography systems. He is currently pursuing an education at Art Center College of Design in Pasadena, California, to hone his skills and expand his knowledge in the design field. With a deep passion for the creative arts, Kristopher brings a unique perspective and an unwavering commitment to excellence on every project that he works with.

Work Experience

Ologie (Intern)

[July 2022 –](#)

[December 2022](#)

[Columbus, Ohio](#)

[\(Remote\)](#)

Ologie is a higher education creative agency. We provide everything from full scale brand identities to full functioning websites. The role I played would vary on request (on a client-to-client basis). My responsibilities included, but were not limited to:

- > Designing and developing brands for several clients
- > Building and maintaining several client brand guidelines
- > Creating tailored motion pieces for various brands
- > Creating social media visuals on a client-to-client basis
- > Worked on several prints and signage pieces for company events
- > Assisted in conceptualizing different client rebrand approaches
- > Mass-produce client templates and mockups
- > Assist in client brand guideline handoffs
- > Participated in the annual Ologie brand camp
- > Met with clients to further understand how to elevate their brand identities

Cube Community

(Volunteer)

[Nov 2021 – Present](#)

[Los Angeles,](#)

[California \(Remote\)](#)

Cube Community (CC) is a community YouTube channel that post daily Beat Saber content. CC has been the leading group in hosting online events, fundraisers, and help source community resources and information for new or returning players. A huge team is behind CC to make this work. My responsibilities included, but were not limited to:

- > Worked on several initial wireframes for new website overhaul (WIP)
 - > Designed the new website UI front end and assisted in the UX direction (WIP)
 - > Animated various motion graphics for multiple events
 - > Organized creative direction for online events
 - > Twitch stream-kit designer lead for the Cube Community Beat Saber World Cup
 - > Assisted in coding the basic back-end SVG data to HTML
 - > Lead the design to developer hand-off
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MOFC (Intern)
July 2022 –
Nov 2022
Grove City, Ohio
(Hybrid)

The Mid Ohio Food Collective(MOFC) is a food bank based in Grove City Ohio to provide resources and of course, food, to families and people in need. MOFC provides many other resources for people seeking employment, social services, and in some cases medical resources for people. During my time at this internship, I highlighted in several areas for communication and accessibility for those in areas where nothing was available. My responsibilities included, but were not limited to:

- > Created various print work
- > Emphasis' in typography work for MOFC branding
- > Designed documents for social services like SNAP and community resource papers
- > Created event signage for company fundraisers and events
- > Made various motion pieces for our sub-brands
- > Developed and designed an indoor cloud signage system and menu system for different food bank locations
- > Mass-produced MOFC digital content

Aldephi Bank
(Intern)
March 2021 –
August 2021
Columbus, Ohio
(Remote)

Aldephi Bank (Or 1865) is a startup bank based in Columbus, Ohio. I was highly involved with the initial design process of the bank during it's pre-launch phase. Adelphi Bank will launch in Q4 during it's the first logo for Adelphi Bank. My responsibilities included, but were not limited to:

- > Designed the original concept logo and established
- > Created the original creative direction
- > Worked with the bank board and investors to come up with a brand identity

Apple
Nov 2021 –
Feb 2022
Pasadena, California

As a technology specialist, what you did during a shift changed frequently. Unmistakably being extremely knowledgeable on the the Apple Ecosystem was a must. Having the ability to come up with custom solutions on customer-to-customer basis was the biggest part of the job. Not every customer is the same, adjust oneself to what that new customer is looking for. My responsibilities included but were not limited to:

- > Extremely thorough understanding on the Apple Ecosystem
- > Being extremely efficient in a fast pace and crowded/overwhelming environment
- > Knowing company policy and keeping up on the latest releases of new products
- > Handling every customer as an individual and finding a custom solution for them
- > Being able to improvise different solutions depending on the given situation
- > Help customers walk away with something they were looking for (not to waste people's time or point them in the correct direction even if outside of Apple's policy)
- > Setting up new apple devices and guiding first-time users
- > Teaching about new devices within the apple ecosystem (iPhone, iMac, MacBook Pros, iPads, AirPods, MacOS, etc)
- > Providing expert tech support and solutions for any apple related product
- > Awareness to accessibility limitations and extensions

Education

Art Center College Of Design | Class of 2024 (in-progress)
Pasadena, California
Bachelor of Fine Arts in Graphic Design (BFA)