

Christian Neves Florit

CONTACTS

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EDUCATION

2009-2013 Bachelor in Graphic Design
Centro Universitário Belas Artes de São Paulo (FEBASP)
2016-2017 Post Graduate Degree Teaching
Universidade Nove de Julho (UNINOVE)
2009-2011 Game development and 3D Modelling
School of Arts Game and Animation (SAGA)

LANGUAGES

English - Fluent | Portuguese - Fluent | French - Basic | Spanish - Intermediate

PROFILE

With over twelve years of experience as a graphic designer and four years as a 3D artist and project manager, I improved my skills in creating visually stunning designs that evoke emotion and inspire action. My project management and marketing expertise enable me to manage all project phases efficiently, ensuring all work is delivered on time and within budget.

TECHNICAL SKILLS

Photoshop, Illustrator, Lightroom, Premiere Pro, Blender 3D, Substance 3D Painter, Acrobat, Procreate, Notion, PowerPoint, Word, Excel, AI Tools ChatGPT/Leonard.AI, Concept Art, Project Management, Brand Design, Brand Identity, Brand Communication, Layout, Product Concept, People Management, Production Pipeline, Time Management, Detail Oriented, Results Oriented, Interpersonal.

EMPLOYMENT HISTORY

Royal Canadian Yacht Club | 2023-Present | Toronto, Canada

Mid-Level Graphic Designer | Brand Communication | Marketing

Working at RCYC, a private Club established in 1852, as a Mid-Level Graphic Designer and Brand Communication Specialist in the Marketing department, I create graphics/artwork for print and digital media, which includes posters, banners, magazines, brochures and more, applying all brand standards and guidelines. The RCYC can better promote events and communication with their members. I use software like Photoshop, Illustrator, Lightroom, Premiere Pro, In-Design, Acrobat, Word, PowerPoint and others.

Chris Two Designs | 2020-Present | Toronto, Canada

3D Artist | Graphic Designer | Concept Artist | Production Pipeline | Project Manager

As my personal project, Chris Two Designs is a store selling interactive 3D products inside the game Second Life. These projects involve Project Management, Product Ideation/Concept, 3D Modeling and Texturing, UX/UI, collaborating with Scripters who code my ideas, Product Ads, YouTube Video Tutorials to explain how to use each product, with a solid social media presence, over 280k transactions, and more than US\$140k in sales. Within many execution phases, I use software like Procreate, Notion, 3D Blender, Substance 3D Painter, Photoshop, Lightroom, Illustrator, Premiere Pro, OBS, and others.

Bell Canada | 2018-2020 | Toronto, Canada

Mid-Level Graphic Designer | Training Designer | Internal Marketing

At Bell Canada, one of Canada's largest telecom companies, I worked as a mid-level Graphic Designer for the Training Design and Internal Marketing & Communication Teams. I was responsible for designing graphics for various end uses, including PPT, PDF, MP4, MP3, Word, and printed media. I created video tutorials for software and hardware feature reviews and processes, managed file systems, and distributed internal communications company-wide (50k+ employees) in English and French across many posting platforms. The fast-paced environment required proficiency in software such as Illustrator, Photoshop, Lightroom, Premiere Pro, Acrobat, PowerPoint, Excel, Word, and others.

Thrifty's Inc. - Bluenotes | 2018-2018 | Toronto, Canada

Graphic Designer | Illustrator | Men's Apparel Designer

During my brief stay as a Graphic Designer in the Men's Apparel sector at Thrifty's Inc. - Bluenotes, I created graphics, illustrations, collages, and logos for the men's apparel product lineup that translated market research conducted in-store and online following new trends research, working within the product pipeline, generating printing and proofing with spec sheets to produce final product samples for team approval and production. The software used included Illustrator, CorelDraw, Photoshop, Acrobat, PPT, Word, Excel, and others.

NowBuck Acessórios | 2011-2016 | São Paulo, Brazil

Mid-Level Graphic Designer | Jr. Graphic Designer

At NowBuck Acessórios, I worked closely with the manufacturing process (100-10,000 units) of sewing accessories such as backpacks and bags. I followed the production pipeline from start to finish, including written concept development, digital mockups with custom branding and identity, printing and proofing process with product templates, silkscreen/sublimation/laser engraving/embossing/sewing, product photo and retouching, project management, file management, and sample quality check.