Ben Bullock
Design + Art

I'm a self-driven designer who can solve any problem put in front of me. Understanding the right questions to ask, I'm an expert at conceptualizing solutions. My diverse skillset makes me a valuable multi-tool for any team looking to create user-centric designs and compelling visual narratives.

Specialty Graphic Solutions, Production Designer
Feb 2020 - Present | Vancouver, WA

- Brings client visions to life, creating production-ready artwork tailored to client needs—from logos and typography to wayfinding, dimensional displays, vehicle wraps, and environmental graphics.
- Manages design projects from initial concept through production, ensuring seamless client communication, pixel-perfect execution, and on-time delivery.
- Collaborates with clients to unlock their brand story and marketing objectives, crafting visually compelling and cohesive designs across diverse media.

DesignLab, UX Design Graduate
June 2022 - Jan 2024 | Remote

- Self-directed, invested 500+ hours in coursework to master UX design, culminating in 4 capstone projects: mobile app, responsive website, product feature extension, & end-to-end tablet app design.
- Highly proficient in ideation, ux/ui design, visual design, wireframing, user research, storyboarding; a self-driven learner, recently mastering Figma and always seeking to add skills & tools.
- Committed to growth mindset and lifelong learning, continuously seeking new challenges and expanding my skillset to bring additional value to my team.

Riot Games Inc, Media Systems Analyst/Designer
May 2016 - Sept 2018 | Los Angeles, CA

- Transformed campus meeting areas with captivating branded graphics and a custom, intuitive desktop interface, offering a seamless user experience and enhancing brand presence.
- Continuously improved interface usability through user research, testing, prototyping, and custom analytics, ensuring an engaging, consistent, and streamlined experience for all.
- Streamlined media system operations with automation and reporting tools, guaranteeing smooth meeting experiences and proactively addressing tech and security needs.

Telluride Film Festival, Graphic Designer
Aug - Sept 2014 & 2015 | Telluride, CO

- Created diverse visual elements for festival including promo materials, wayfinding, posters, menus, schedules, logos, app icons & illustrations.
- Moved seamlessly between conceptualization, design, and production to deliver effective, informative and eye-catching designs.
- Managed printers & queues, producing over 1,000 different elements while ensuring smooth & efficient production of large-format prints.

Freelance, Storyboard Artist & Illustrator
Sept 2012 - Present | Los Angeles, CA & Portland, OR

- Amazon, Honda, Microsoft, Nissan, Nike, Samsung, Starbucks, Suzuki, Walmart and many more.
- Delivers compelling storyboards and art with impressive speed and accuracy, exceeding client expectations while adhering to specific brand guidelines.
- Manages revisions & client feedback, adapting artwork to meet budget/time constraints, ensuring success in fast-paced environments.

Skills

UX Design
UI Design
Visual Design
Responsive Design
User Research
Ideation
Information Architecture
Wireframing
Journey Mapping
Personas
Prototyping
Iconography
Typography
Visual Storytelling
Illustration/Storyboards
Presentation Skills
Project Management
Business Development
Collaboration
Empathy

Tools

Figma
Adobe Creative Suite
Jira
Stable Diffusion

Contact

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Education

Oregon State University
B.S. Business Administration
Option: Finance, Cum Laude

DesignLab
UX Design Certification | 2024