

Zohaib Walianny

Designer . Artist . Illustrator

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EDUCATION

University of Texas at Austin

May 2011

Bachelor of Science in Advertising

EXPERIENCE

Graphic Designer, Freelance Work

December 2010 – Present

I take on print and web projects from branding and identity design, to promotional materials and web site design.

Art Direction Intern, Tilted Chair Creative

April 2011 – July 2011

At Tilted Chair Creative, I worked alongside a small team of four creatives on a handful of projects from logos for local businesses and startups, to website layouts for healthcare institutions, and even video editing for an Austin Ad Fed commercial.

Graphic/Web Design Intern, National Instruments

August 2009 – December 2010

As the graphic/web design intern at National Instruments' in-house Corporate Design Group, I handled both print and web projects from ideation to production. My print duties ranged from branding and identity design, to T-shirts and pin-back buttons. My web duties consisted of product feature graphics, page layout and banner ads.

SKILLS

Mac & Windows OS	Adobe InDesign	jQuery*
Adobe Dreamweaver	Adobe Photoshop	PHP*
Adobe Fireworks*	Corel Painter	
Adobe Flash (AS 2)	CSS	Urdu (language)
Adobe Illustrator	HTML	

* indicates working knowledge, but still refining

AFFILIATIONS

AIGA: Austin Chapter
Austin Ad Fed
AD2ATX

Teacher/Mentor
Ismaili Religious Education Center
(Aug 2007 – May 2011)

INTRODUCTION

My name is pronounced ZO-HABE WALL-E-AH-NEE, but don't worry if you mispronounce it.

I'm a designer and advertising graduate from the University of Texas at Austin. My time is usually spent sketching out my next project, pouring over code, or kerning the last letters of a logo comp.

But knowing what to do isn't as important as knowing why to do it. So, the pressing question: why design? Growing up, I realized I have way too many thoughts going through my head, and the only way to organize them would be to draw or write them out. But putting them on paper caused these thoughts to evolve into ideas. Ideas were exciting, and at that point, I realized that I had to create.