

Janelle Kinsey

**ARTIST, PRODUCT
& MEDIA DESIGNER**

CONTACT

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ABOUT

Creative and reliable problem solver with a wide range of design expertise, including product development, graphic design and videography. Experience in building client relations and delivering results. Seeking a position to utilize my talents, collaborate within a team on dynamic projects, and build a successful career.

SKILLS

Graphic Design

Illustrator
Photoshop
InDesign

Video Editing

Premier Pro
After Effects

Product Design

Solidworks
KeyShot
Prototyping

Content Creation

Social Media
Email Marketing
Web Design

EDUCATION

B.S. Industrial Design

Arizona State University
2016 - 2021

- 3.75 GPA- Product design, development. Focus on CAD rendering, animation and prototyping.

B.A. Ceramic Art

Arizona State University
2016 - 2021

- 3.75 GPA- All things ceramic: mold making, glazing and firing processes. Included a month long study abroad program in Jingdezhen, China.

RELEVANT EXPERIENCE

Body Cast Artist

Janelle Kinsey
2020 - Current

- Sole proprietor of a small business specializing in personalized body cast commissions, with expertise in mold making and complex sculpture work across various mediums.
- Develop meaningful, healing client relationships through the art of body casting, supported by strategic email marketing and outstanding customer service.
- Manage all aspects of e-commerce operations, including product photography, graphic and web design, and order fulfillment.
- Enhance brand visibility and engagement by creating compelling content for an informative art blog and a popular YouTube channel, educating and inspiring artists and patrons.
- Successfully vend at in-person art markets, showcasing and selling artwork while building community connections and expanding client base.

Design Intern

Frank Lloyd Wright Foundation
Summer 2019

- Engaged in diverse graphic and product design projects using Adobe Illustrator and Solidworks CAD software during a 10-week internship.
- Designed graphics for textiles, newsletters, and products, maintaining brand standards.
- Produced detailed prototypes within a team environment.

Video Editor, Animator & Interviewer

Psych for Life, Arizona State University
2018 - 2019

- Contributed to a collaborative project for ASU's psychology department aimed at guiding students on their career paths.
- Interviewed successful alumni to gather career insights.
- Edited and animated interview footage using Adobe Premiere Pro, After Effects, and Illustrator.
- Transformed interviews into engaging and visually appealing videos.

EXHIBITIONS

Pink Show

Spendaporium
Feb 2023

- Exhibited five body cast ceramic works in a local gallery show showcasing exclusively pink artwork.

Tarot Show

Spendaporium
Oct 2022

- Exhibited six hand-painted tiles in Spendaporium's October gallery show, which highlighted Tarot-inspired artwork.

Portals

Gallery 100
Apr 2021

- Immersive 'Vulva Kitchen' installation work exhibited in a multimedia art show.

ACHIEVEMENTS

Interdisciplinary Cluster Competition

Awarded 2020

- Second place winner, out of over 50 teams, of a 10 day design competition focused on teams comprised of different disciplines across ASU campus.

VOLUNTEER WORK

Dog Walking Team Member

Oregon Humane Society
2022 - Current

- 'Heart Pin' awarded after over 100 hours of hands on work with reactive and fearful dogs.

Garden Hand

Rhythm Seed Farm
2024-Current

- Weed pulling, planting and harvesting for a local non-profit seed farm.