

CONTRACTUAL DESIGN

MJ Graff Design, LLC - August 2001 to Present
Working with client teams to provide innovative and cost effective solutions in P.O.P., exhibit, graphic, and product design. Executing and managing client projects from initial conception through final presentation, assembly of prototypes, and generating instruction sheets.

STAFF/IN HOUSE CONTRACT DESIGNER

The Howard Company - March 2001- August 2001
Worked within a client focused team to deliver effective design solutions. Developed conceptual ideas for Main Street's new menu board system, bottle glorifiers, graphic layouts for stock menu board systems, and other stock products. Worked with vendors and in-house engineers to develop design concepts.

POP Displays - May 2000 to December 15th 2000
Worked directly with clients and vendors to achieve the best design solutions for each client. Designed POP displays, retail workstations, cereal dispensers, and full store merchandising programs. Engineered design concepts, created assembly instruction sheets. Also responsible for light network administration.

Lakeshore Display Co. Inc. - January 1996 to May 2000
Created design concepts, worked with vendors to complete engineering tasks, and formulated assembly instruction sheets. Streamlined Lakeshore's design department by introducing 3-D computer design software.

ACS Marketing Inc - March 1995- January 1996
In House Contract Designer; Developed new concepts through traditional and computer generated methods, assisted in building prototypes

DESIGN SKILLS

Excellent skills in project research, analysis, and management from initial concepts through final client presentation and production. Using traditional two and 3-D design methods, and computer generated media.

Experience designing with a variety of different materials and processes including wood, steel, wire, aluminum, plastics, thermal forming, injection molding, casting, stamping, welding, and various finishing process.

COMPUTER EXPERIENCE

Windows XP, 2000, NT, 98, MAC OS9
3D Studio Max, Rhino 2.0, FormZ 6.0
SolidWorks, Auto CAD 2000
Sketch book Pro, Adobe Illustrator CS4, Photoshop CS4, CorelDraw 12, PhotoPaint 12
Microsoft Word, Excel, PowerPoint

EDUCATION

Milwaukee Institute of Art and Design - May 13th 1995, Milwaukee Wisconsin
BFA, Major: Industrial Design, Minor: Interior Design

Suburban Model - January 1995 - May 1995
Completed internship gaining hands-on experience in a professional environment building prototype models and molds.