



I am an Irish/Canadian graphic and web designer with both UX and UI design experience currently based in the UK. I have over thirteen years of professional experience working with a wide variety of both print and web media. I'm passionate about art, creativity, problem solving, and pun making.

PERSONAL INFO

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ADVANCED SKILLS

PHOTOSHOP

ILLUSTRATOR

INDESIGN

AFTER EFFECTS

FIGMA

OTHER SKILLS

MICROSOFT OFFICE

PHOTOGRAPHY

SOCIAL MEDIA

BOOM MIC HANDLING

DESIGN SKILLS

TYPOGRAPHY

PRINT DESIGN

UX/UI DESIGN

A.I. UTILISATION

LAYOUT

DIGITAL DESIGN

WAYFINDING

PACKAGING

PRODUCT DESIGN

SOFT SKILLS

CREATIVITY

PROBLEM SOLVING

COMMUNICATION

PRESENTATION

TIME MANAGEMENT

ATTENTION TO DETAIL

COLLABORATION

IDEATION

EXPERIENCE

2024 – 2025

Graphic Designer

DAC Group, Toronto, Hybrid

- Using Figma, I created full websites and landing pages for a number of clients including restaurants such as Denny's, and Friendly's, Allstate insurance, Fit4Less gyms, and Factor Canada. Worked closely alongside developers to ensure quality assurance from design through to delivery.
- Created six 15 second YouTube ads for StorageMart. Saw the project through from ideation to completion. Pitched numerous ideas both in the preproduction stages and on set that were used in the making of the ads. Illustrated storyboards that were approved by the client and used on set to ensure effective use of time while working with actors. Tasked with learning how to operate a boom microphone for use on set as well as editing sound in post production.
- Used After Effects to edit videos for client presentations, client social assets, and internal meetings such as Town Halls and events.
- Created thousands of site, social, and display assets over the course of two years for Revlon brands; Elizabeth Arden and American Crew, as well as multiple emails per week. Adapted to changing brand standards, size requirements, and tight turnaround times. Ensured every asset was delivered to the highest standard and on time and that deadlines were met.
- Attended the Adobe MAX conference in Miami in 2024 to learn more about what Adobe products have on offer moving into the future, in particular with the use of A.I.
- Practiced the techniques for utilising A.I. in the design process from image generation, increasing workflow efficiency, and copy writing.
- Onboarded junior staff by coaching them through the processes of creating suitable work for our clients while meeting deadlines and ensuring workflow remained undisrupted.
- Verbally presented website designs to a client with high expectations to great success and positive feedback.

2022 – 2023

Graphic Designer

Appspace/Beezy Inc., Remote

- Responsible for the creation of collateral for both print and web using InDesign which illustrated the benefits of Appspace/Beezy Inc. for a multitude of different industries across multiple languages.
- Created videos for social media posts in a variety of specs highlighting key information from webinars.
- Designed Photoshop, Powerpoint, and Google Slide templates to be used for various departments throughout the company such as HR, Events, and Sales that ensured brand standards were maintained.
- Prepared files for online use and laid out blogs, emails, and newsletters using Hubspot.
- Pursued independent education via LinkedIn Learning in courses on Figma, Google Slides, and UX Design.

2015 – 2021

Graphic Designer

SimEx-Iwerks Entertainment, Toronto

- Lead designer on The Simpsons in 4D, a multidisciplinary 4D experience attraction at Myrtle Beach. Responsibilities included utilising the Adobe Creative Suite to illustrate characters to IP approval quality, creating in-world signage for advertising, operations, and marketing, and designing custom merchandise and packaging. This project spanned multiple years.
- Worked closely with some of the world's biggest entertainment studios in feature blockbuster production, including Disney, FOX, Warner Bros., BBC, and Nickelodeon. Ensured smooth workflow and faithfulness to brand specifications.
- Worked alongside a diverse team of different specialities including animators, architects, engineers, project managers, and salespeople.
- Created a broad range of artwork in print and digital formats in a multitude of languages for local and international audiences including large-scale billboards, direct marketing brochures, website advertisements, and video production.

EDUCATION

2024

UI Design

George Brown College of Continuing Education

UX Design Fundamentals

George Brown College of Continuing Education

2007 – 2011

B.A. (Hons) Visual Communication Design

Institute of Art, Design, and Technology, Dublin