# Nate Eul

Graphic Designer Minneapolis, MN, USA

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#### **EXPERIENCE**

Minneapolis, MN, USA

Jan 2013 - Present

Space150

Designer

Mendota Heights, MN, USA

Jun 2012 – Jan 2013

**ITR Mobility** 

**UI/UX** Designer

I design apps that change the way large companies do business.

Working as an ITR team member directly with client teams to build mobile applications that are efficient, innovative, intuitive, and visually engaging while accomplishing client needs.

Menomonie, WI, USA

**UW-Stout** 

Feb 2011 - May 2012

Learning Services Multimedia Team Member

I am responsible for conducting photo shoots both in and outside of the studio, ranging from product photography to portrait photography to event photography. I'm also responsible uploading and maintaining an online database of photos. As well as communication with faculty and students while producing and for delivering content. Various other multimedia projects for faculty and students are included as well.

Menomonie, WI, USA

**Stoutonia** 

Aug 2011 - May 2012

Digital Imaging Editor

Capture engaging cover photos, often entailing arranging and orchestrating planned photo shoots. I was also responsible for hiring, leading, and delegating work to staff photographers. Communicating with staff writers and section editors to find out our photography needs for the issue at hand.

Menomonie, WI, USA

**Stoutonia** 

Aug 2010

Layout Designer

Layout design for Stoutonia, Stout's school newspaper. Entails page layout, text manipulation, and photo processing.

**EDUCATION** 

Menomonie, WI, USA

Aug 2008 - May 2012

**UW-Stout** 

Graphic Design

**AWARDS** 

2012 UW Stout

Best of Student Design Show

UW Stout

2010

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Jul 2010

## **River Bend Nature Center**

1st Place Division 1 Photography Contest

## **LANGUAGES**

English (Native), German (Beginner)

#### **SKILLS**

Graphic Design, Web Design, Branding, HTML, Print Design, Adobe Indesign, CSS, Photography, UI Design, Publication Design, Photomanipulation, UX Design, Workflow, Front End Web Development, UX/UI, Adobe Illustrator, Adobe Photoshop