

# Monique Sinclair

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Brisbane, QLD

GRAPHIC DESIGN · INTERACTIVE DESIGN · MOTION DESIGN · INSTRUCTIONAL DESIGN



## Hello!

Creating engaging and communicable design is my passion, driver and purpose. This is what I love to do; visual problem-solving, graphic design, UI / UX / web design, and motion design. Creating functional design that is visually engaging to look at and is usable / communicable; this is the focus in every design I undertake.

## EXPERIENCE

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January 2023 - Currently

### Graphic Designer Lives Lived Well

I am currently working as a full-time Graphic Designer at Extreme Marquees, which is a diverse roll that encompasses many different responsibilities, task types, and design specifications. Some of the work I am currently doing includes creating print ready designs for customers, consulting with customers on their designs, creating brochures, specification sheets, price guides, instructions/manuals for a range of products, constant maintenance of three websites via Wordpress, creating and maintaining Mailchimp campaigns, as well as creating content for social media, and video production, video editing, photography, and image editing.

August 2022 - January 2023

### Graphic Designer and Instructional Designer Lives Lived Well

Whilst working at Lives Lived Well, I was contracted for their Capability team and sub-contracted for Marketing, for Capability, I created eLearning for both clinicians and general staff. This involved creating online modules, graphic designs, infographics, video editing and animation creation. For Marketing, I created both information and fact sheets that would be used for clients. as well as worked on their intranet pages, presentation designs, video editing, and general graphic design.

January 2021 - January 2022

### Intern Lives Lived Well

Working in a small marketing team, I completed many different projects while interning for Lives Lived Well (LLW), which covered a wide array of software, design specifications, and political and social sensibilities. During my tenure at LLW, some of the projects that I completed were; brochure design, graphic design, minor Photoshop touch-ups, EOFY report design, PDF editing, animation / motion design, Word document design, and Illustrator illustrations.

## EDUCATION

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July 2022

### Interactive and Visual Design, and Animation with Distinction

Queensland University of Technology

Bachelor of Creative Industries

## SKILLS

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- Highly collaborative
- Work to deadlines across multiple projects
- Positive attitude towards problem solving
- Deliver creative output to brief
- Attention to detail, focus, and consistency

## PROFICIENCY

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Illustrator



InDesign



Photoshop



After  
Effects



Figma



Maya



WordPress



Mailchimp

## ACHIEVEMENTS

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- Dean's List, First Semester - Creative Industries (2020)

## INTERESTS

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Vinyl  
Collecting



Gaming



Dogs



Art



Movies

## REFEREES

Available on Request