

# FELIX DO

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With experience in startup and corporate settings working on design and marketing teams, I have developed my adaptivity, leadership and problem solving skills perfect for a workplace just likes yours!

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## EXPERIENCE

**a16z** | 2022 - Present  
**Graphic Designer**  
San Francisco, CA

Responsible for ideating, creating, and maintaining branded assets primarily for the growth and games vertical teams, through a variety of channels including print, digital, and web. Partner with internal stakeholders on design projects from conception to completion, with autonomy to manage time, balance deadlines, and maintain stakeholder expectations throughout the design process.

**Tenable** | 2017 - 2022  
**Sr. Graphic Designer**  
San Francisco, CA

Develop company brand guidelines for internal and external media usage. Lead design direction and strategies in creating digital, social, print and corporate marketing event campaigns. And project managed team of external agency designers to adhere to the company brand guidelines.

**Graphic Designer**  
San Francisco, CA

Design all aspects of marketing materials, web page layouts and other media, including iconography. Conducting product tear downs to offer insight on better user flow into our products.

**Apttus** | 2016 - 2017  
**Graphic Designer**  
San Mateo, CA

Design for interactive PowerPoint presentation and decks used at Salesforce's Dreamforce conference. Supported design team on printed collateral such as fliers, banners, and web graphics.

**VentureBeat** | 2015-2016  
**Graphic Designer**  
San Francisco, CA

Develop the brand guidelines for the company. Besides web and print collateral I worked on the overall UI of the web application, from sign in, to the user service, to researching. I am excited to say that I had my design-hand in all the product offerings of VentureBeat.

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## EDUCATION

San Jose State University  
**B.A. Graphic Design**  
San Jose, CA

## SKILLS & TOOLS

**Design** (Sketch, Adobe Creative Suite, Figma); **Prototyping** (InVision, Pixate); **User Research** (Usability Studies, Surveys, Interview); **Photography/Touch-Ups**