## **Adele Boehlke**

### MULTIMEDIA DESIGNER

#### Adeleboehlke.com | www.linkedin.com/adele-boehlke-403 | adele.boehlke@gmail.com

#### **Software Skills**

Adobe Illustrator	Adobe Photoshop	Adobe After Effects
Adobe Premiere Pro	Adobe Audition	Figma
Basecamp	Slack	
<b>Technical Skills</b>		
Logo Design	Graphic Design	2D animation

## Branding Video Editing

#### **Projects**

#### SciVite | Multimedia Designer | January- May 2025

A virtual interactive tour experience for Washington State University Vancouver's Life Sciences Building, commissioned by the university for the purpose of recruitment and promotions.

 Designed five different variations of the SciVite logo and presented the logo suite to the client

Audio Editing

• Collaborated with members of the Web UI/UX Team to design the Archival Timeline and create a mobile and desktop prototype for the timeline.

#### Portland Jazz Festival | November 2022

A static and animated poster for a multi-day event. | https://vimeo.com/1056988311

- Designed the layout, typeface, visual elements, and graphic illustrations for the poster
- Animated the informational text, character, and background along to the music

#### Teachers of Abbott | March 2023

A 30 second TV title sequence of three characters with visual elements. | https://vimeo.com/1056988963

- Compiled and edited video clips with motion graphics and music
- Animated three graphics for each character in Adobe After Effects

#### **Work Experience**

#### Electronic Literature Organization | Social media | March 2024- Present

linktr.ee/elitorganizatonnews

- Provided news and updates about events and monthly salons occurring in the Electronic Literature Organization on social media platforms Instagram, Facebook, X, and Bluesky
- Created graphics for the social media posts in Illustrator, following the ELO brand guidelines
- Designed templates for monthly salon posts for each social media platform

#### Education

# B.A. in Digital Technology and Culture at Washington State University Vancouver | Graduating Spring 2025

Minor in Fine Arts and Certificate in Game Studies & Design