

CORINNE YOUNGBERG

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www.CYMedia.org

PROGRAMS

- Adobe Suite
- Microsoft Suite
- Google Suite
- Canva, Affinity
- Final Cut Pro, Premiere
- Logic Pro X
- Clip Studio Paint
- Trello
- Slack
- MailChimp
- Brackets
- Imposition Studio
- NumberPress

EDUCATION

Messiah University - 2021

Bachelor of Arts
Digital Media - Concentration
in Video & Story

SUMMARY

Graphic designer with over four years of real world experience managing both client expectations and in house guidelines. Key strengths include customer service, communication, artistic eye, adaptability, technical program software and hardware knowledge, fast learner and positive attitude.

EXPERIENCE

Minuteman Press of Stroudsburg - DESIGNER

Stroudsburg, PA

January 2022 - Present

Worked collaboratively with customers to create custom designed materials for various needs including digital print, mailings, wide format and vehicle wraps. Wrote customer quotations for jobs based on given specifications while abiding by deadlines to meet customer needs. Professional email correspondence and assisting other team members in production and/or customer service as needed.

Messiah University PULSE Magazine – MAGAZINE MANAGER

Mechanicsburg, PA

May 2020 - May 2021

Worked collaboratively with other Pulse managers and printing company to create, distribute and maintain campus magazine, "The Swinging Bridge" for students. Managing assistant designers and their designed materials while setting and abiding by deadlines in addition to a weekly newsletter release. Photography, interviewing, professional email correspondence and assisting other Pulse Media facets as needed.

Messiah University PULSE Magazine – ASSISTANT DESIGNER

Mechanicsburg, PA

October 2019 - May 2020

Designed spreads and other promotional materials on InDesign and collaborative critiques in a deadline driven environment.

LEADERSHIP

Digital Media Senior Exhibition - FILM DIRECTOR

Mechanicsburg, PA

August 2020 - November 2020

Parallel Experience was a two-player collaborative online game with film and animated elements. Worked closely with the story and illustration managers while running an independent team of camera operators, sound designers and editors.