# **Calvin Norwood**

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Portfolio: https://calvinmnorwood.com

### **WORK EXPERIENCE**

Lucasfilm

June 2021 - June 2023

Storyboard Coordinator

- Coordinator and prep artist for Jon Favreau's stand-alone storyboard department on "The Mandalorian."
- Worked on the presentation of 2D and 3D art for story pitches and 2D animatics for each entire episode.
- Contributed animated shots for the animatics when needed. Tracked and archived the storyboards.

**CSUMB OSU** 

Jan 2021 - May 2021

Graphic Design Intern

• Designed posters for social media and printed material for CSUMB university events with a unified brand identity. Worked with Otter Cross Cultural Center and Otter Student Union directors.

**Fitbit** 

Sept 2020 - Oct 2020

UI Clock Face Designer

• 4 week design sprint; Conceptualized 10 concepts for digital clock UI before refining three hi-fidelity prototypes. Iterated designs with feedback from the Fitbit team regarding best practices for clarity and usability of Fitbit features. Agile design sprint using Adobe Illustrator and Figma.

#### **EDUCATION**

# Cal State University Monterey Bay

May 2021

BS, Communication Design

Seaside, CA

- Summa cum laude; 3.96 GPA
- UX/Web Club Secretary: Assisted in developing the club website and designed posters and stickers.

## **PROJECTS**

# College + Netflix Adobe Creative Jam – Streaming service prototype:

• Our team of 3 placed in the **top 10** finalists out of **612** submissions in a 48 hour Adobe + Netflix XD design jam in June 2020. Utilized personas and affinity mapping to identify target audience needs.

### The Story of Cannery Row – Mobile story website:

• Developed this storybook inspired website for my capstone project. It was built with HTML, CSS, and JavaScript. It features illustrations and interactive educational features.

#### **SKILLS**

Visual design, Illustration, Graphic Design, UI, UX, Motion Design, User Research, Prototyping, Web Design, HTML, CSS, JavaScript, WordPress, Drawing, Game Design, Video Editing, Audio Editing, 3D Modeling, Maya, Blender, Unreal Engine, Adobe CC: Photoshop, Illustrator, XD, After Effects, InDesign, Premiere Pro, Animate, Lightroom, Acrobat