



Learner / Restorative / Ideation / Individualization / Input

Leila Mirfakhraei

Visual Communication Designer

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Present
2021

2020
2019

2018

2018
2017

2020
2015

2024
2026

EXPERIENCE

Eclipse Advertising

Production Designer

Collaborate with cross-functional teams, including the Social Digital, Creative Adaptive, Netflix, Disney, and Sony Entertainment teams, to support creative development and production needs. Adapt key art for new Sony Entertainment releases by updating poster elements such as titles, logos, typography, legal copy, and other design assets while ensuring brand consistency and meeting client specifications. Prepare and deliver production-ready artwork for a wide range of marketing formats, including outdoor, digital, print, and international campaign assets. Work closely with creative, production, and account teams to ensure projects meet client expectations, technical requirements, and deadlines.

University Student Union

Student Graphic Artist

Working with clients to create logos, posters, banners, flyers, templates. Meeting with clients and understanding their needs is a priority. Collaborating with the USU Marketing team to complete our goals and successes the best way possible.

DesginHub

Designer

On campus co-operative course/studio, Worked on projects for non-profit community clients. Worked individually and with teams on concepts and designs. Creating designs for the hallways of Language. Received a design certificate for the hard work.

MajSam Production

Graphic Designer

Created posters and brochures for the play called "So- goli". Met with the producer and the director for the information of the poster.

EDUCATION

Bachelor of Art, Graphic Design

California State University Northridge

Skilled in designs and programs such as Illustrator, Photoshop, InDesign, etc.

Minor in Theatre Design

Learned the basics of sets, costumes, stage management and importance of design in theater.

Master of Arts, Entertainment Industry Management

Coursework focused on project management, entertainment industry regulations, visual effects (VFX), production management, entertainment marketing, business strategy, and leadership.