

# WANTED

**DEAD OR ALIVE**  
(PREFERABLY ALIVE)



## **"BUCKSHOT" BRYAN HUNT** The Villainous Visual Designer of Arizona

### Heinous Crimes Against Humanity

Visual Design  
UX/UI Design  
Graphic Design  
Instructional Design  
Print Design

App Design  
Web Design  
Logo Design  
Icon Design  
Photography

Training  
Leadership  
Project Management  
Process Improvement  
Flutter & Dart Coding

★ **CASH REWARD** ★

(When we say cash, we pay in gift-cards or Bitcoin)

**\$100,000**

# BRYAN HUNT'S WHEREABOUTS

(Don't tell the Sheriff)

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## WANTED

## EXPERIENCE

### Sr. Visual Designer

2014 - Current  
The Artisan Shoppe

**Design Leadership:** As a Senior Visual Designer, I have had the leadership role within the design team. Ensuring that the design work aligns with the company's goals and brand guidelines. Involved in setting the overall design direction and strategy and giving final approval of product development and design.

**Visual Branding:** Developing and maintaining a consistent visual identity for the brand and each product is key. This includes creating and updating brand guidelines, ensuring that all design elements, from logos to marketing materials, adhere to these guidelines, and evolving the brand's visual language as needed.

**UX/UI Design:** Continuously building a strong foundation in UX and UI design. Create visually appealing and user-friendly interfaces for digital products, websites, or applications. This involves designing wireframe and prototype layouts, typography, icons, and other visual elements in Figma and Adobe Photoshop to enhance the user experience.

**Collaboration with Cross-Functional Teams:** Work in partnership with other departments, such as product managers, front-end developers, researchers and marketers, to ensure that the visual design aligns with the overall product or marketing strategy. Presenting and explaining design ideas and process choices to non-design stakeholders.

**Creative Concept Development:** Brainstorm and ideate creative and innovative design concepts that align with the brand's goals. Stay up-to-date with design trends and be able to translate these trends into practical design solutions that resonate with the target audience.

### Process Improvement Project Manager

2014 - 2016  
Dot Foods

**Project Leadership and Oversight:** Responsible for providing strong leadership to the Six Sigma project team. Ensure that the project's goals and objectives are clear, and guide teams in effectively implementing the Six Sigma methodology, tools, and techniques to achieve process improvements.

**Project Planning and Execution:** Defining the project scope, setting objectives, developing a project plan, allocating resources, and managing the project timeline to ensure that the project stays on track and meets its goals in time, resources and budget. Ensure both upstream and downstream processes are considered and seek effective actions for any effected departments, teams or people.

**Continuous Improvement and Sustainability:** Once process improvements are implemented, ensure that the changes are sustained over time. This involves Tdeveloping control plans and monitoring key performance indicators (KPI's) to verify that the improvements are maintained. Additionally, identify opportunities for further enhancements and continuous improvement.

### Training Manager

2012 - 2014  
Chobani

**Training Program Development:** Developing and designing effective training programs that aligned with the organization's goals and objectives. This involved identifying training needs, creating curricula, and selecting appropriate delivery methods, whether through in-person sessions, or e-learning through Webex.

**Training Delivery:** Delivering or overseeing the delivery of training programs to employees. This included ensuring that trainers were well-prepared, coordinating training schedules, and monitoring the effectiveness of the training sessions.

**Content Creation:** Creating and overseeing the creation of training materials and content, including training manuals, e-learning modules, videos, and other resources. These materials were to be clear, engaging, and up-to-date.