

8330 TERRACE RD NE
SPRING LAKE PARK, MN 55432
(320) 220-3395
RANDY@RTDIGITALDES.COM | rtdigitaldes.com

RANDY THOMPSON

SKILLS

Graphic Design, Illustration, Layouts, Video Editing, Audio Editing, Web Design, Writing, Public Speaking

Adobe Creative Suite/Photoshop/Illustrator/InDesign/AfterEffects, Microsoft Office, 3D/Blender, Audacity, Shopify, WordPress, HTML, CSS

EXPERIENCE

We Gotta Podcast LLC, Minneapolis – *President, Producer, Editor*

FEBRUARY 2021 – PRESENT

- Founder and managing president of podcast media company
- Create show outlines to design the form of each episode, researching variable sources to detail relevant information, and link to external materials. Outlined information is then shared to the cast for feedback, revision, and finalization.
- Maintain quality of assets during recording, host the recording to keep it moving by directing the flow of conversation and information while keeping tabs on our allotted time.
- Reach out and communicate with outside contractors, aligning schedules, and setting up technology for a consistent sound across multiple sources.
- Bolster online presence through social media posts and audience engagement while maintaining both a fun and professional standard. Develop brand materials for advertising as well as merchandise design.

FastSigns, Minneapolis – *Graphic Designer*

MAY 2019 – PRESENT

- Create and design client branding, marketing materials for print, outdoor signs, retractable displays, name badges, posters, and marketing materials using established brand standards.
- Produce new branding and signage from scratch by interfacing with clients, noting their needs and preferences to ideate and create to their specifications. Clearly communicating with proof materials, taking client feedback, and revising to meet updated specs.
- Inventory vinyls, substrates, transfer tape, and various print production supplies and placing orders with various distributors to keep stocks at needed levels
- Interdepartment communication to inform and educate about print and production processes, design and technology principles, and other facets of design and production to ensure the business and clients have all the tools and information needed in a clean and concise manner

DuckyWorld Products, Minneapolis – *Graphic Designer & Marketer*

APRIL 2012 – AUGUST 2018

- Create print and digital ads for publication from multitude of sources
- Design new cat toy products and their packaging in a range of sizes and product categories.
- Created a new brand for grocery sector including logos and products
- Produce media material including video for social media posts and advertisements.
- Work with printers and magazine representatives to execute projects/publications.

Freelance Illustration – *Designer*

SEPTEMBER 2011 – PRESENT

- Collaborate with clients to design and illustrate artwork for publication
 - “A Winner is You”, “Play The Dragon: History of Dragon Ball Video Games Vol 1”, “Fight! Mega Man! For Everlasting Peace!: Vol. 1”, “Vegeta Insane 20th Anniversary Special” by Ryan Molina (2018, 2019)
 - “The Shadows That Linger” by M. Andrew Rudder (2015)
 - “What You Say?” by Jami Frasl (2013)

EDUCATION

Art Institutes International, Minneapolis – *BS Media Arts & Animation*

OCTOBER 2008 – SEPTEMBER 2011, MINNEAPOLIS

Attended and graduated Media Arts & Animation program. Produced animated shorts, illustrated character design sheets, worked with small team to create cohesive art direction and shot layouts, storyboard creation for animations and live-action video, edit live-action shorts, create deliverables for completed projects with many moving parts.

North Hennepin Community College, Minneapolis – *Associates Graphic Design (ATTENDING)*

AUGUST 2025 – PRESENT, MINNEAPOLIS

Attending Graphic Design program for traditional design education. Creating new designs through diligent ideation and thumbnailing and revising steps to take ideas from conception to final products including simple, condensed icons and eye-catching posters.