# AIMRIL HERRERA

GRAPHIC DESIGNER
VIDEO EDITOR

## PROFILE SUMMARY

I am driven especially when I'm challenged. I'm always thinking outside the box and that produces great results to my works. My goal is to come up with a product/output that not only makes me proud but also the people I'm sharing it with.

I've always been a believer of the phrase "Invest in yourself" and to have the chance to keep doing it while being a part of a great company is a fantastic privilege that everyone should be happy to have.

## CONTACT


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## EDUCATION

*Secondary School*
**Saint Louis College Valenzuela**
*2007-2011*

*Bachelor of Science in Computer Science*
**Polytechnic University of the Philippines**
*2011 - 2015*

## EXPERIENCE

*Game Ops Inc.*
**Game Master**
*2015 - 2016*

As my first job, this is quite challenging for me as I'm still adjusting to being a student and working in a corporate world. I took this as my training ground for my basic skills in communications as well as being able to adapt with whatever task bound to me by my team.

My job is to answer inquiries of the players within the game and to test new release features of the game so that players will have an optimal experience. Aside from that, we're also tasked to do a report or summary of overall issue occured in that single day.

*Transec BPO Solutions*
**Product Specialist**
*December 2016 - March 2020*

As a product specialist, our job is to make our client's life easier by doing graphic materials for them. That includes, designing of banners, websites and campaign flyers. Take note that, we're not just relying on their requests, we also make sure that we provide all the things that they need even without them asking us to do that for them.

## SKILLS

- PREMIER
- LIGHTROOM
- ILLUSTRATOR
- PHOTOSHOP
- AFTER EFFECTS
- SONY VEGAS