KEVIN MCGAHA

GRAPHIC DESIGNER | OPHTHALMIC MARKETING | MEDICAL ANIMATION

San Bernardino, CA | 909-560-4831 | kevinmc@icloud.com
Portfolio: www.dmidesign.com/Portfolio/

PROFESSIONAL SUMMARY

Multidisciplinary designer with 20+ years of freelance experience, including 20 years as the main graphic designer for New World Medical. Creates ophthalmic marketing materials, packaging, medical illustrations and surgical animations. Combines visual storytelling with detailed print production and collaborative client review.

PROFESSIONAL EXPERIENCE

Owner / Freelance Graphic Designer

DMI Design | Self-employed | Approximately 2001-Present

- Served as New World Medical's main graphic designer for 20 years, delivering design and layout with client input and art direction.
- Designed coordinated ophthalmic campaigns for Ahmed Glaucoma Valve, ClearPath, KDB GLIDE and StreamLine, spanning packaging, brochures, sales aids, advertising, digital banners and trade-show graphics.
- Created medical-device renderings, anatomical illustrations and surgical procedure animations to communicate complex products and techniques.
- Prepared production artwork, including die-cut packaging and gatefold brochures; submitted proofs and final artwork through the client's document-submission system.
- Designed and illustrated CARA's ophthalmic education calendar; additional work includes annual reports, catalogs, medical and product animations, and educational content.

Adjunct Faculty, 3D Modeling and Animation

Chaffey College | 2006-2010

Taught college-level 3D modeling and animation.

TECHNICAL SKILLS

Design and print: Adobe InDesign, Illustrator, Photoshop; packaging, publication layout, production artwork and cross-format campaign design.

Motion and 3D: Maya, After Effects, Premiere Pro, Character Animator; medical illustration, product visualization and animation.

Web and workflow: Dreamweaver; client proof revisions and final-artwork submissions.

ADDITIONAL EXPERIENCE

Independently developed and shipped **World of Choices** and **Tumbling Tiles** for Apple and Android devices (2011-2012), handling all aspects. Television production work: **Hunting with the Pros** (2009-2010). Currently developing animations for TK-K curriculum.

EDUCATION

BS, Game Art and Development | Art Institute of Inland Empire | 2015

AS, AA and Certificate in Graphic Design | Chaffey College | 1995