

# WINSTON STRUYE

## \_work experience

**Freelance Designer** [www.winstonstruye.com](http://www.winstonstruye.com)  
jan 16-current

Turning complex messages into engaging experiences. The medium depends on the best way for the story to be expressed and shared, and is most often digital.

**Production Assistant** The Future of StoryTelling  
june 16-october 16

Helped produce the annual summit in NYC. Managed documentation, communications, and sponsor coordination.

**Designer, Intern then Freelance** Potion Design  
nov. 15 - april 16

Worked in the concept and design phases on several projects, notably a digital Exhibit at the Tenement Museum in LES. Worked directly with clients.

**Artist Teacher** Slideluck Youth Initiative  
fall 13 - current

Teaching lessons in creative thinking and storytelling at high-schools in under-served parts of Brooklyn and the Bronx - using digital cameras as the instrument for learning.

## \_projects

**Young Photographers Nepal Project** Founder and Director 2015  
Teaching Initiative before and after earthquake, GOOD Mag Cover.

**National Geographic Student Expeditions** Photo Lead 2014,15  
Taught Photography workshops in Paris and Prague

**WinstonLearns.Design** 2017

## \_education

**Royal Melbourne Institute of Technology**  
B.A. Photography 2012. Graduated with Distinction

**SVA Continuing Education**  
Feeling of Design and Intermediate Graphic Design

## \_skills

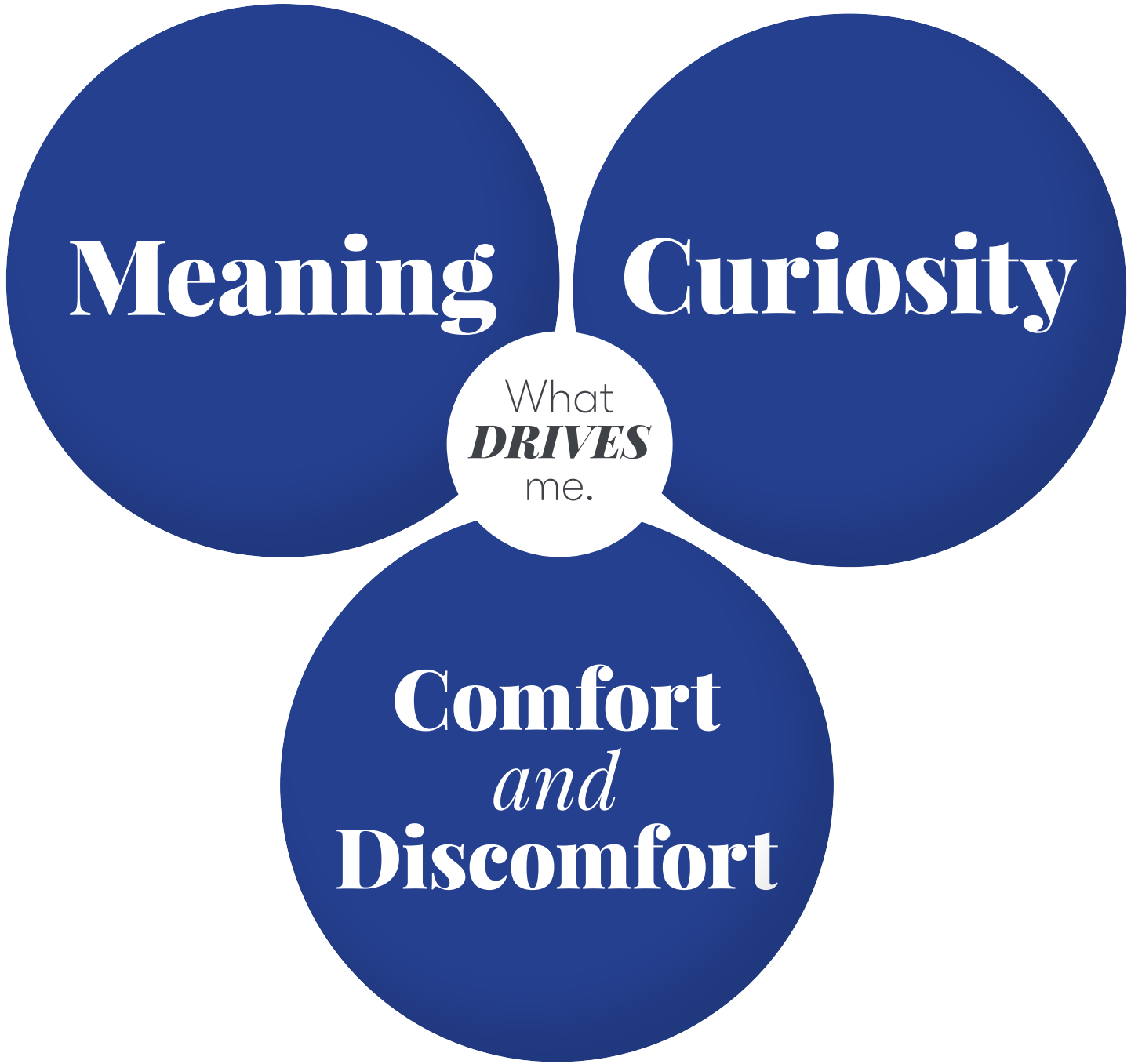
Adobe Suite - Excellent in PS,ID,PR,LR, Strong in AI,AE  
Studio and Location Photography, Lighting, Videography  
Understanding of HTML, CSS, Invision and Sketch

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## \_insights

- ▶ Manage expectations first, then impress after.
- ▶ It takes a village.
- ▶ Assume your idea is wrong, but have confidence in it.
- ▶ Design maps that lead to discoveries.
- ▶ When things get shaken up, shake right back.
- ▶ Dont just build tools, build instruments.
- ▶ Learning new skills is the most important skill to have.



Can I bring these driving factors to your team.?

-Winston Struye