

Jaymee Rosser

Artist - Designer - Visionary

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WORK EXPERIENCE

Visual Artist — *Self Employed*

Newark, New York, USA

June 2018 - PRESENT

As a Visual Artist, major responsibilities are to create, design, and present Creative Solutions in a variety of mediums/fields ranging from Graphic Design, Illustration, Painting, Tattooing and Web/Mobile Design. Major tasks include working closely with customers to understand their vision and story. In addition to conceptualizing and documenting the creative processes to present to clients and stakeholders.

Licensed Real Estate Salesperson - *Hunt Realty ERA*

Newark, New York, USA

July 2024 - PRESENT

Focus on building community trust and long-term real estate portfolios for clients across diverse market segments. Skilled in first-time buyer education, market insights, property tours, real estate investment planning, seller consultations, and residential development advisory. Strong working knowledge of MLS platforms, zoning regulations, lending products, property inspections, appraisal reports, and home-improvement ROI strategy. Dedicated to ethical representation, timely communication, and guiding clients smoothly from contract to close.

Gallery Manager — *Hidden Gallery at Peters Street Station*

Atlanta, Georgia, USA

June 2021 - 2023

Major responsibilities include maintaining the overall presentation of the gallery. In addition to Communicating and Collaborating with Artists, Musicians and Curators to create memorable experiences. Other tasks include handling artwork, organizing and maintaining inventory.

EDUCATION

Bachelor's of Fine Art (BFA) New Media Design - *Rochester Institute of Technology*

Rochester, New York, USA

August 2014 - May 2019

While attending RIT I achieved a BFA in New Media Design, my core

SKILLS

Animation
Drawing
Painting
Illustration
Tattooing
Web/Mobile Design
Motion Graphics
Graphic Design
Leadership
Mentoring
Computer Coding
Communications
Curating
Organizing
Management
Copywriting
3d Modeling
Branding
Marketing
Product Design
Storytelling
Negotiation

Coding Languages

HTML/CSS
Java/Javascript
Jquery
C#

Programs

Photoshop
Illustrator
After Effects
Procreate
Audacity
Unity

curriculum focused on Digital Media such as Websites, Mobile Application, VR/AR, and Motion Graphics. Fine Art classes included Drawing I & II, 2D Design, and 3D Digital Design. I also completed a Minor in Management and an immersion (mini-minor) in Communications.

Advanced Regents Diploma— *Newark High School*

Newark, New York, USA

August 2010 - June 2014

While attending NHS, my core focus of curriculum consisted of Fine Art classes; Drawing and Painting I & II, Studio in Art, Mixed Media I & II, Pottery and Advanced Pottery, Film and Animation, and AP Studio.

Cinema 4D
Maya
Power Point
Word
Keynote
Figma
Canva