Eddie Cranmer

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Al-accelerated designer exploring the intersections of design systems, code & emerging technologies. My multidisciplinary approach transcends the boundaries between visual design & the technology that drives it, resulting in bespoke systems & visuals.

Experience

Freelance Graphic Designer

2021-Present

Delivered 450+ branding, 3D, motion & apparel design solutions

Top Rated Seller on Fiverr & routine recipient of Fiverr's Choice

Maintained 5 star rating by consistently balancing creativity & client needs

International client-base with adaptive solutions based on cultural & commercial needs

Tech, Tea + Exchange Tate Residency

2025

Active participant in invite-only residency exploring the potential of generative Al Collaboration between Tate, Anthropic, UAL &

Education

BA Graphic Design with Diploma in Apple Development

2021-2025

Goldsmiths

First Class Honours

@University of the Arts London: Camberwell College of Arts, London

Foundation Diploma in Art & Design

2020-2021 Distinction

@SGS College, Bristol

A Levels

2018-2020

Product Design, English Literature, Physics, Core Maths

@St Brendans Sixth Form College, Bristol

Skills

Creativity

Client-centric, understanding & adaptable Ability to communicate themes, messages & ideas in a highly visual & engaging way

Leadership, Communication, Teamwork

President & Social Media Manager of UAL Men's Football Team (2024-2025): Led team operations & acted as assistant manager for 50+ players Captain of UAL Men's Football Team (2023-2024): Provided strategic in-game leadership & promoted cohesion

Problem Solving, Responsiveness, Time Management, Attention to Detail

Completed 450+ design projects with tight turnarounds & evolving briefs
Balanced technical precision with adaptability across multiple international time zones & cultural

Presented commissions effectively, held video consultations, met deadlines & remained responsive

Technical Proficiency

contexts

Successfully integrated AI into my own business workflows to speed & enhance workflows & outputs Comfortable working in both visual & code-based environments

Software & Tools

Adobe Photoshop Adobe Illustrator
Adobe InDesign Adobe AfterEffects
Blender ComfyUI
Glyphs Figma
TouchDesigner Swift
HTML, CSS JavaScript

References

Emily Wood: Course Leader BA Graphic Design e.wood@camberwell.arts.ac.uk

Joel Gethin Lewis: Senior Lecturer in Creative Computing & Course Leader Apple Development j.lewis@arts.ac.uk