

EMMANUEL OSMANN

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Multidisciplinary Designer with 12+ years of experience across product design, UX, production design, branding, and experiential graphics. I enjoy solving complex problems—whether designing intuitive digital products, creating large-scale environments, or developing production-ready assets for global campaigns. My work spans everything from enterprise software and user research to FIFA World Cup installations, combining strategic thinking with meticulous execution.

PROFESSIONAL EXPERIENCE

Duggal Visual Solutions, Remote

Dec 2022 – Present

Sr. Digital/Production Designer (Contract)

- Design large-scale environmental graphics, experiential installations, and production assets for global brands, ensuring brand consistency from concept through fabrication.
- Collaborate with project managers, engineers, fabricators, and client stakeholders to deliver complex projects under aggressive timelines.
- Produced production drawings, fabrication specifications, and installation-ready artwork for major international events, including the FIFA Club World Cup at MetLife Stadium.
- Designed and developed 3D environmental elements and production assets for VISA's "Tap In" campaign during the 2026 FIFA World Cup, supporting installations across 16 stadiums throughout the United States, Canada, and Mexico.
- Delivered creative and production design for high-profile activations and retail environments for brands including Apple, Nike, Saks Fifth Avenue, Canada Goose, and Macy's.
- Ensure pixel-perfect execution across digital, print, and large-format experiential environments while maintaining strict production and brand standards.

HURST Creative, Inc., New York, NY

January 2017 – December 2022

Sr. Graphic Designer

- Led the design of digital marketing materials, packaging, and branding efforts, aligning with strategic business goals to enhance brand visibility.
- Worked closely with clients to refine concepts and visuals, ensuring deliverables met high standards of creativity and effectiveness.
- Mastered a variety of digital design tools and software, contributing to a collaborative and innovative design team environment.

TECHNICAL SKILLS

Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Sketch, Production Design, Visual Design, Layout & Typography, Digital Asset Creation, Retouching, Large-Format Graphics, Wireframing, Prototyping, UI/UX Design, Brand Guidelines, Template Building, MidJourney, ChatGPT, AI prompting, HTML/CSS basics

EDUCATION & CERTIFICATION

Florida International University Miami, FL working towards Bachelor of Arts in Design

Miami Dade College Miami, FL Associate specializing in Fashion Design

Miami Dade College Miami, FL Associate with a pathway to Graphic/Commercial Arts

BrainStation Miami, FL Diploma in User Experience Design