



# NATALIE BICHLER

VISUAL DESIGN  
STORYTELLING  
TOY DESIGN  
CARTOONS

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A creative and enthusiastic visual designer with 6 years of professional experience. My skills have been utilized in an array of creative positions including Warner Bros. OTT platforms, graphic design, apparel, and toy design for prominent companies. A passion for visual storytelling and imagination is what drives my work ethics and love for visual design.

**SKILLS** · ADOBE PHOTOSHOP · ADOBE ILLUSTRATOR · ILLUSTRATION  
· ANIMATION · CHARACTER DESIGN · CONCEPTING · SEWING PROTOTYPES · 3D SCULPTING  
· PROJECT MANAGEMENT · VIDEO PRODUCTION

## PEGGY BROWN CREATIVE CONSULTING – TOY & GAME DESIGNER

May 2022 – January 2024



- Working under one of the most prolific female toy inventors in North America working for companies such as Habro, Moose, Jazwares, and many other prolific Toy and Game Companies.
- Designing plush & toys, including: trend, collectable, girls, and infant. This role involved studying market trends, concepting products, creating digital renderings of products and patterns, and sewn prototypes.
- Concepting and designing card games, board games, and family games. This also involved graphic design work for packaging design. Games including “Left Right Center” “Who is the Goat?”

## DECO-RATE-IT APPAREL LLC – LEAD DESIGNER

August 2020 – May 2022



- Lead Designer- creating brand identity, logo, branding, marketing materials, and social media content.
- Fully designed frontend and backend wordpress website, mobile and desktop.
- Worked with clients to create designs suited for digital printing, silkscreen, and heat transfers. This role also involved preparing digital art files for color separation in photoshop.
- Created made to order .svg designs that were customizable on the website.
- Operated the Brother GTXpro DTG Digital printer.

## CARTOON NETWORK – DESIGN INTERN

January 2019 – April 2019



- Working closely with a team of designers on the Boomerang OTT platform.
- Designing for multiple platforms including mobile, table, console and 10ft.
- Designing a variety of assets and deliverables including, banners, logos, and illustrations.
- Redrawing classic cartoon frames, to use as assets to fit the style of Boomerang branding.

## ART LOUNGE – PAINTING INSTRUCTOR

July 2018 – 2023



- Teaching acrylic painting classes, ranging from kids' birthday parties to more “advanced” classes.
- This role relied upon having a thorough knowledge of traditional media.
- Being a people person was a crucial role in this position, painting in front of large groups and holding their attention for up to 3 hours.

## BIG FROG – APPAREL DESIGNER

October 2018 – January 2019



- Designing DTG graphics on the fly for clients.
- Adhering to the company's 30 minute client consultation and 24 hour design turnaround time.
- Working in Corel Draw.
- Operating the DTG printer.

## EDUCATION – MILWAUKEE INSTITUTE OF ART AND DESIGN

Graduated with a Bachelor of Fine Arts in 2018 with a focus on Illustration  
Deans list of Academic Achievement each semester, graduated Cum Laude