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Kanagawa, JP

Miyu Goto

Jr Art Director / Planner

ABOUT ME

As a cross-cultural creator with a strong foundation in advertising, design, videography, photography, and fine art, I am dedicated to crafting visually engaging work that effectively communicates and resonates with diverse audiences.

EDUCATION

Humber College

Diploma of Advertising and Graphic Design
Toronto, ON 2023 – 2025

Awards

- The Esther Fedele Memorial Award (Awarded to one student in the program)
- Dean's List 4 semesters 2023-2025

Rikkyo University

Bachelor of Cinematic Art
Tokyo, JP 2019 – 2023

SKILLS

- Concept Development
- Digital & Print Design
- Typography & Layout
- Branding & Identity
- Video Editing

SOFTWARE

Photoshop



InDesign



Illustrator



Premiere Pro



After Effects



CERTIFICATIONS

Adobe Certified Professional in Photoshop

LANGUAGE

- English Professional (CELP 8)
- Japanese Native

RELEVANT EXPERIENCE

Jr. Designer

[Ralph Creative K.K.](#)

November 2025 – April 2026
Tokyo, JP

- Crafted social media content—including short-form ads, banners, reels, static posts, and stories—for global brands such as Warner Bros., XG (avex), and Yamaha across Instagram, TikTok, X, Facebook, and YouTube.
- Used Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere Pro) daily to produce high-quality visual content.
- Responded to feedback with flexibility under tight deadlines, ensuring alignment with creative direction, client needs, and brand guidelines.
- Collaborated with diverse cultural teams in both English and Japanese.

Advertising and Graphic Design Intern

[Cookie Brand Inc.](#)

March – April 2025
Calgary, AB

- Designed visually compelling social media advertisements to promote upcoming videos for YouTuber aCookieGod, who has 6.5M+ subscribers. One of my poster ads contributed to reaching 1.6M views in just three days.
- Developed strong ideation skills and the ability to generate diverse visual directions tailored to creative goals and platform needs.
- Quickly adapted to unfamiliar subject matter by researching gaming aesthetics, subsequently created designs that also aligned with the brand identity and audience.
- Delivered multiple design iterations—from rough sketches to high-res final assets—while integrating feedback at every stage to meet creative expectations.

Graphic Designer

[ADL CROSS](#)

August – September 2024
Tokyo, JP

- Selected as the designer from four candidates to create the brochure design for a dance show in Japan.
- Designed and produced the brochure using Adobe InDesign, ensuring an exceptional reflection of the client's vision and concept.
- Overcame challenges related to the client's specific expectations and remote work through dedicated communication.
- Timely delivery of the final product, leading to the distribution of 3,000 copies to the audience.

Assistant to Space Designer

[JET'S PROJECT INC.](#)

October – December 2021
Tokyo, JP

- Worked under a space designer specializing in advertising and gained insight into commercial shoots and the advertising industry, including sets for major clients such as Nintendo.
- Supported all stages of the shoot by organizing, packing, and managing props and equipment from prep to wrap-up.
- Worked efficiently and collaborated with other crew members while maintaining meticulous attention to detail.