Nina Alves

Graphic Designer · Brand and Packaging

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Experience

Graphic Designer

Tilehouse Design Studio

2021-08 – Present

- Designed product families across cartons, sleeves and labels. Checked each dieline against supplier dimensions and kept variant keys consistent across files.
- Cut production rework from 12 to four artwork returns over two comparable release rounds. Added a preflight checklist and collected sign-offs against one proof set.
- Reviewed printer proofs with the production lead. Logged approved colour and finishing changes before the final artwork was released.

Junior Graphic Designer

Harbour Fig Creative

2019-03 – 2021-07

- Built point-of-sale and digital assets from campaign master files. Tested copy length and contrast across the smallest formats first.
- Maintained export presets and naming conventions so print and account teams could identify the final approved files.

Skills

Brand identity · Packaging artwork · Print preflight · Typography · Adobe Illustrator · Adobe InDesign

Education

BA Communication Design

Canal School of Design

2019

Languages

Portuguese · English

Summary

Graphic designer developing brand systems and print-ready packaging for food and home goods. Translates initial concepts into flexible artwork, then checks the system against real sizes, printer proofs and required copy.

Projects

Juniper Pantry packaging refresh

2025

Created a bilingual label hierarchy for 18 pack variants. Tested type size and spacing on the smallest pack before handing off the artwork.