# Robert Tryban

## Experience

### *Global Prairie*

Marketing strategy and activation for a myriad of leading companies across fields like technology infrastructure, agriculture, and health sciences.

Kansas City, MO
Graphic Design Associate
Feb 2026–Aug 2026

Adobe Creative Cloud
Microsoft Office
Storytelling
Pitch Design/Ideation

### *Populous*

Design and present concept, story, and pitch development for internal teams and a variety of clients, from sports teams to experiential brand activations and aviation.

Kansas City MO
Graphic Design Intern
Summer 2025

Adobe Creative Cloud
Microsoft Office
Storytelling
Pitch Design/Presentation

### *Sun Creations*

Assist with design, file creation, preparation, and printing of thousands of garments for large apparel companies across the United States.

Lawrence, KS
Graphic Design Intern
2023–2024

Adobe Creative Cloud
Proof Production
File Preparation
Screen Printing

## Education

### *KU Arc/Design*

The University of Kansas
BFA in Design ,
Visiual communication Design

Certificates:
Book Arts, ARC.D
Speed Selling, B-School

May, 2026

### *KU Opportunities*

**Shoe Making** Workshop
Fall 2024
Sewing
Material Sourcing
Industrial Design

**Guitar Making** Workshop
Fall 2025
3D Modeling
Woodworking
Industrial Design

**Hamilton Wood Type Museum** Workshop
Summer 2024
Letter Press
Print Making

## References

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Jeremy Williams
Populous
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## Skills

### *Design*

Branding
Products
Type
Layout
Video Editing
photography
Art Direction
Fabrication

## Contact

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## Robert Tryban

## Summary:

Since early childhood, I have loved telling stories. I would lie on the bottom bunk and entertain my younger brothers with whatever adventures, characters, and situations I thought of in the moment. On holidays, my cousins, brothers, and I would create short films. Usually action movies or comedy scenes, we would shoot in our houses, yards, and neighborhoods, using props that we made and experimenting with different camera angles and storytelling devices that I saw real directors use. Showing these films to our parents and friends was the first time I shared something I had truly put a piece of myself into, and from then on, I knew I wanted to make things and tell stories.

This love for movies and stories began my development in photography, creative problem-solving, video editing, and the concepts of design and taste. In high school, as I continued to develop my skills, I met a mentor who introduced me to the world of graphic design. A world where you could actually make money by making things and telling stories. I worked with her to develop branding for clubs and activations at school, giving me my first experience with "commercial work."

After graduating, I went to the University of Kansas, planning to major in business communications. I did for a year, and then, through a friend, I was introduced to the design school. I instantly knew that this was where I belonged. The next year, I began the program, thrilled to learn everything I could about design. Throughout my time in the school, I took classes in graphic design, industrial design, and UI/UX design. I loved these classes and found parallels between all of the disciplines I was being exposed to, and I could not wait to join the professional world of design.

During my first internship at Populous, I learned more than I could have ever imagined: client partnership, pitch development, and how stories could sell an idea, experience, or product. But most importantly, I learned the value of openness, collaboration, and a willingness to learn. It is this willingness to learn and grow that makes design such a beautiful profession, and I am endlessly excited to keep learning.

## Work Experience

Global Prairie: *2026*
Marketing strategy and activation for a myriad of leading companies across fields like technology infrastructure, agriculture, and health sciences.

Populous: *2025*
Design and present concepts, stories, and pitches for internal teams and a variety of clients, from sports teams to experiential brand activations and aviation.

Sun Creations: *2022–24*
Assist with design, file creation, preparation, and printing of thousands of garments for large apparel companies across the United States.

## Education

**University:** The University of Kansas, BFA in Design, Visual Communication Design

**Certificates:** Book Arts, ARC.D, Speed Selling, B-School

**Graduated:** May 2026

## Skills

**Graphic Design:** Adobe Creative Suite, Digital Design, Print, Wayfinding, Drawing

**Video/Photo Editing:** After Effects & Premiere Pro, Motion Design, Photography

**Industrial Design:** 3D Modeling, Sewing, Woodworking, Sketching

**UI/UX Design:** Figma, Interface Design, Prototyping

**Concept Development:** Presentation design, Drawing, Collaboration

## Areas of Practice

**Branding:** Graphic Design, Video/Photo Editing, Print, Concept Development

**Experiential Design:** Graphic Design, Industrial Design, Concept Development

**Physical Product Design:** Industrial Design, UI/UX Design

**Digital Product Design:** Graphic Design, UI/UX Design, Concept Development

**Production:** Video/Photo Editing, Graphic Design