



KRISTINE BUERANO

✉ hello@localkristine.com

🌐 localkristine.com

☎ available upon request

@ localkristine

EXPERIENCE

LOCALKRISTINE (SHOP + STUDIO)

May 2018 to Present

Finding playful ways to provide comfort and connect with care through illustration and interactive media. Previous clients include: Shopify, Artscape, Nuit Blanche, Overactive Media, Scarborough Pictures, lululemon, and Interactive Ontario.

#SELFCARE (APP) • TRU LUV

Illustration, UI/UX, Web Design • July 2019 to July 2022

Illustrated libraries of environmental assets, objects, and icons. Created graphic templates for use in-app and on social media. Designed caring, introspective interactions based in "tend-and-befriend" frameworks. Aligned teams and designs to focus on usability and accessibility.

DANGO (APP) • WHIRLSCAPE INC.

Design Lead • Jan 2016 to Mar 2017

Produced animations and illustrations for app use and marketing initiatives. Developed and designed app interfaces, interactive web apps, and websites.

SKILLSET

PROGRAMS & LANGUAGES

Adobe Illustrator

Procreate

Adobe Photoshop

Aseprite

Adobe InDesign

GB Studio

Adobe After Effects

HTML & CSS, jQuery

EDUCATION

BIZSTART

July 2018 to Dec 2018

Full-time entrepreneurial training to cultivate a design service model rooted in supporting under-represented communities.

GEORGE BROWN COLLEGE

Graphic Design • Advanced Diploma • 2013 to 2016



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COMMUNITY

HAND EYE SOCIETY

Super Festival Jammer, Previous Volunteer • 2018, 2022

Collaborated on *TYTYTY* – a 2D pixel art game about getting something nice for someone you love – for the festival's showcase. Illustrated 37 unique scenes and 40 character and object sprites. Developed the game using GB Studio. Collaborated on game design and supported with dialogue and narrative design.

TORONTO GAME JAM (TOJAM)

Jammer, Previous Volunteer • 2018, 2021, 2022

Most recently collaborated on *Venting Machine* – an interdimensional friend making friends in liminal space. Responsible for art assets and narrative design.

ZIPE: ZINE PRODUCTION AND EXCHANGE PROGRAM

Participant • July 2018 to August 2018

Self-published several works using stories as a platform for dialogue and diaspora, with zines as a communication tool providing insight into intersectional ways of being.

SIGHTINGS

SUPER FESTIVAL

Games Showcase • October 2022

SENECA LIBRARIES

Zine Archive • 2022 »

VENTURE OUT CONFERENCE

Speaker • March 2019

MAKEWORKS

Art Display • July to Oct 2018

TCAF (ZINELAND TERRACE)

Comics Festival • 2019

CANZINE

Zine Fair • 2017, 2018, 2019

SHESGOTWONDER

Art Shows • 2015, 2018

ZINE DREAM

Zine Fair • August 2018

YONGE/DUNDAS SQUARE

Art Display • April 2018

NUIT BLANCHE

Art Festival • October 2012