Shary Junco
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CREATIVE DIRECTOR | Graphic + Interior Designer, Photographer, Developer

I design and build all types of visual content — through graphic design, photography, and creative environments — with a strong emphasis on concept, functionality, and problem-solving.

SKILLS
Creative Direction
Set Design
Branding
Photography
Videography
Fullstack Development
UX/UI
Marketing

SOFTWARE
Adobe Creative Suite
Premiere
Final Cut Pro
Microsoft Office
Keynote

VALENCIA
A.S. Degree
Interactive Design

The World Famous Comedy Store | CREATIVE DIRECTOR | CALIFORNIA 2022-2026

Independently hired by headliner comedians, paid regulars, and producers to capture standup photography, videography, and promotional assets at the World Famous Comedy Store. Booked directly by talent and management nationwide to promote shows and social channels, driving ticket sales. Design flyers and creative assets while acting as a personal creative director for comedians. Co-produce independent standup events and photograph backstage headshots and B-roll. Work acquired directly by headliners including Tim Dillon, Harland Williams, Jade Catta-Preta, Josh Adam Meyers, and Matt Rife.

Melrose Podcasts | GRAPHIC + INTERIOR DESIGNER | CALIFORNIA 2019-2026

Created and evolved the Melrose Podcasts brand from inception, including logo, visual identity, studio interiors, and content assets. Lead designer on pitch decks for prospective clients and partnerships. Photograph, brand, and produce content for special events. Assist in directing, filming, editing, and publishing podcast content across platforms.

The Laugh Factory | CREATIVE DIRECTOR | CALIFORNIA 2017-2019

Led creative direction across street marquee, digital advertising, and social media, significantly increasing engagement and ticket sales. Produced comedian headshots and custom creative requests to modernize brand perception. Established workflows and brand guidelines for film and design teams. Designed promotional templates and marketing strategies. Redesigned and prototyped a new website, improving POS usability and mobile ticket sales. Developed interactive in-club displays promoting Netflix comedy specials.

The Hollywood Improv | GRAPHIC DESIGNER | CALIFORNIA 2017-2019

Managed onsite box office operations while designing promotional flyers and social media assets. Oversaw talent relations, payouts, guest lists, and ticketing transactions. Supported bar operations and inventory management. Captured behind-the-scenes photography and videography to increase social engagement and drive ticket sales.

Prismatic | DESIGNER + DEVELOPER | FLORIDA 2017-2019

Served as lead designer and frontend developer for high-end business clients. Designed and programmed web applications focused on UX/UI. Created wireframes and interactive prototypes. Provided ongoing frontend and backend maintenance. Worked remotely and efficiently, collaborating on cross-functionally, using agile workflows and weekly sprint meetings.

CTS Agency | CREATIVE DIRECTOR | FLORIDA 2012-2019

Built and led creative and technical departments. Designed wireframes and developed frontend and backend WordPress applications for businesses and nonprofits. Managed monthly maintenance across all projects. Trained designers and developers. Led brand activations, social campaigns, and internal process development. Expanded agency services, clientele, and deliverables.

Plant Street Studios | CREATIVE DIRECTOR | FLORIDA 2010-2017

Directed graphic design and web development teams for major brands and attractions. Specialized in experiential design, gamification, and interactive business solutions. Led project management across departments and collaborated with remote freelancers. Supported executive strategy through client meeting transcription and review.

Elevux Studios | CREATIVE DIRECTOR | FLORIDA 2014-2016

Directed and designed interactive experiences with a strong focus on complex applications and intuitive user interfaces. Led the production of print and interactive collateral both onsite and remotely, ensuring consistency across platforms and touchpoints. Collaborated closely with leadership to expand creative and technical solutions using AR and VR technologies, translating emerging tools into practical, user-focused experiences that enhanced engagement and usability.

in ADDITIONAL WORK HISTORY