

Objective

To continuously push the boundaries of my design and creative ingenuity, further bridging the gap between user interface and emotional connection

Job Experience

2009-Present

Terralever

Interactive Designer

- Create strategically centric top quality designs for some of the world's largest brands
- Direct the artistic vision for several high profile brands
- Present high concept designs to company stakeholders
- Perform research to stay updated on technology, social media, and tested industry best practices
- Collaborate daily with production team focusing on ideation and critical thinking

2008-2011

Webflo Studios

Founder/Art Director

- Prospected for new clientele and identified latent needs of those clients
- Used marketing skills to create new partnerships
- Positioned creative and UX as the crux of all projects
- Acted as Creative Director of a staff of four
- Managed account services and project management needs

2007-2008

Insight

Account Manager/IT Sales Specialist

- Leveraged the best in technology to increase employee efficiency and ROI
- Worked to help increase profitability and raise lead capture for a variety of businesses
- Performed research to find potential clients for the company

Education

May 2007

B.A. in Digital Art

Arizona State University, Tempe, AZ

Skill Set

Software

Advanced in Photoshop & Illustrator, proficient in Flash, InDesign, and After Effects

Areas of Expertise

Mobile application design & UX

Web design & UX

Print and brand design