

objective

Art director for web, mobile, desktop, and print seeking full time employment with innovative, trend setting design firms and technology companies. Dedicated to achieving excellence on every project through attention to detail, problem solving and a passion for aesthetics.

work experience

Art Director / Senior Designer

October 1997 – Current

Freelance

port.kidhack.com

- Role:** Assess client needs, conceptualize solutions, and develop best answer. Build teams by bringing together and guiding designers, producers, and developers to match project needs.
- Duties:** Manage projects and teams
Conceptual art direction
Design direction and technical guidance to team members
Print, web, mobile (iPhone, BlackBerry, WAP) interface, user experience, and packaging design
- Clients:** IDEO (Chase & Microsoft), Organic (BoFA), Agency.com (Apple), Razorfish, Ogilvy (Yahoo!), CNET, Punch Cut (Motorola & Sprint), Modem Media, Gyro, Euro RSCG (TiVo), Swirl (Ebay)

Product Design Manager

February 2008 – November 2008

3jam

San Francisco

www.3jam.com

- Role:** Oversee design for desktop, web and mobile development in a fast paced startup environment. Conceptualize user experience and graphical user interfaces for 3jam's line of applications. Produce directions for marketing and customer relation efforts.
- Duties:** Execute design cycle from conception to shipped product
Create application wireframes and conduct usability testing
Provide design guidance and interface with international and local development teams

Lead User Interface Designer

October 2004 – August 2005

Design Media

San Francisco

www.designmedia.com

Advisor: Denise Macias 415.641.4848 e.115

- Role:** Design instructional web and software based graphic user interface elements and layouts. Develop user centric, logical designs aiding instruction and the learning process.
- Duties:** Generate interface design for integration with Flash, XML, PERL and application development
Developed visual concepts for animations and other user interactions
- Clients:** Genentech, Wells Fargo, California State Capitol

Design Intern

June 1999 – August 1999

Attik

San Francisco

- Role:** Provide lead designers with aid through design research, color exploration, and junior level design.
- Duties:** Develop design concepts and color swatches for UI and logo design
Research design trends and video tape interviews at events like X-Games to define target interests
- Clients:** United Paramount Network, Infogrames, Sony Music

education & computer knowledge

Bachelor of Science in Graphic Communication

September 1999 - June 2004

Concentration: Print and Image Management

California Polytechnic State University - San Luis Obispo

Advanced knowledge of design and motion graphics products such as Photoshop, Illustrator, Final Cut, After Effects, InDesign, and Quark. Design for HTML, CSS, Java, Flash, Air/Flex, C++ (Windows), iPhone web apps, Brew, and WAP. Advanced knowledge of Apple computers and many third party devices. Mac OS X and other related software problem solving abilities. Intermediate knowledge of networking / internet systems and digital video / audio devices.

references available upon request

digital portfolio: port.kidhack.com