

OBJECTIVE Senior Designer / Design Manager

QUALIFICATIONS Strong technical designer skilled in Web design, 2D/3D illustration, user interface design, and information architecture. Specialize in delivering aesthetically pleasing products that also address best practices and usability. Very detail-oriented.

TOOLS Highly experienced with Photoshop (guru), Illustrator, Strata 3Dpro, BBEEdit (CSS, XHTML).
Some additional experience with InDesign, Flash, JavaScript.

WORK EXPERIENCE Senior Designer

Technorati, Inc. · San Francisco, CA · April 2006 to Present

Principal designer, responsible for interface design across a broad, consumer-facing product. Maintain and communicate a consistent visual language using style guide, developed through continuing research into best practices and web standards. Strong advocate for design standards with regard to user experience. Shepherd projects from initial wireframes, followed by rapid iteration of Photoshop mockups, through to visual quality assurance during final development. Coordinate with Marketing on the management and maintenance of corporate brand.

Senior Graphic + UI Designer

LookSmart, Ltd. · San Francisco, CA · July 1997 to April 2006

Principal designer, responsible for interface design, product and logo identity, illustration, and collateral materials. Worked on unified brand strategy for LookSmart's product family, including FindArticles, and Furl. Demonstrated ability to take product designs from inception to production. Supported production of promotional materials, ads for print media, and Web-based advertising.

Digital Media Designer

Freelance · Emeryville, CA · January 1997 to July 1997

Engaged diverse selection of clients on both large and small-scale projects that included custom-branded software, information architecture, visual design, and integration/Web site development.

Art Director

Worlds, Inc. · San Francisco, CA · January 1995 to January 1997

Designed one of the first 3D social communities, including conceptual story lines and the layout of virtual architecture. Designed unique, themed user interfaces for myriad clients. Coordinated the development of ambient sound and music, in collaboration with producers. Designed product packaging for CD-ROM.

Computer Graphic Designer

E-Systems · Reston, VA · August 1991 to October 1994

Designed and produced graphics, 3D models, and supplementary animation in video production environment.

REFERENCES Available upon behest.