

IAN OBERMULLER

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SKILLS

Graphic Design
Illustration
Motion Design
Animation
Web, UI Design
Mobile / Responsive
User Experience / UX
Prototyping and Testing
Typography
Branding & Identity
Concept Development
HTML5, CSS3
Basic JavaScript & jQuery
Copy Writing
Video Editing
Sound Design

SOFTWARE

Photoshop
Illustrator
After Effects
Flash / Animate
Indesign
Premiere
Axure RP
Sketch

SUMMARY

- Designer with over six years of experience creating concepts and solutions for clients from a diverse range of industries.
- Adept at managing multiple projects under tight deadlines.
- Able to integrate constructive feedback from multiple sources.
- Comfortable in presentation and can easily explain rationale of visual solutions.
- Follows best practices for web and mobile user experiences.
- Proactively seeks process improvements.

EXPERIENCE

THE SEATTLE TIMES RICH MEDIA DESIGNER, *Sept. 2011–Present*

- Created rich media advertising including animated, interactive and video content, web pages, responsive marketing email, contest apps and more.
- Worked with Sales, Art Director, and other team members to produce excellent creative solutions for a wide range of clients.
- Troubleshoot display and interaction issues with advertising production. Ensured that work output adhered to both design and technical standards.
- Proactively researched evolving media technology and collaborated with Art Director to assess and implement new ideas and technical solutions.
- Developed an improved server-to-client file display system by combining several separate processes into a fast, single workflow.
- Designed and developed new email marketing templates to include responsive functionality and updated brand standards.
- Worked with team members to collaborate on the redesign of the Seattle Times Company website.

FREELANCE GRAPHICS, MOTION, & SOUND DESIGN, *Aug. 2008–Present*

- Worked on a broad range of design and multi-media contract projects with companies like Superbig, Zumobi, Mixpo, Fantasy Moguls, Seven Figure Project, and Stripes 39 as well as independent freelance work. Clients included Ford, Lexus, MSNBC, Kohler, REI, and CBS Sports.
- Managed multiple projects under tight deadlines. Wrote creative briefs and presented work to clients and other stakeholders.
- Self-produced an animated web series, of which one episode went viral and received 11k views its first day.

CIVILIZATION / DUMB EYES DESIGN INTERNSHIP, *Jun. 2009–Aug. 2009*

- Worked with Art Director to design web and print layouts for Microsoft, 1st Thursday Seattle Art Walk, Marigold & Mint, and Dark Side of the Tune

EDUCATION

SEATTLE CENTRAL CREATIVE ACADEMY AAS, GRAPHIC DESIGN, 2010

SCHOOL OF VISUAL CONCEPTS UX: PROTOTYPING AND TESTING, 2016