



SIMONEPARK

CREATIVE DESIGNER

OVERVIEW

Creative designer currently designing at interactive marketing agency. Graduated with Bachelor of Fine Arts degree in Web Design & New Media. Previous experience gained through internships at Silicon Valley startup and enterprise software company. Advanced knowledge of the Adobe Creative Suite. Passionate in creating innovative, engaging designs across multiple platforms.

SKILLS

Illustrator	Dreamweaver	Acrobat Pro	Logic Pro	jQuery
Photoshop	Coda	After Effects	Soundtrack Pro	ActionScript
InDesign	Flash	Cinema 4D	HTML/CSS	WordPress

EDUCATION

Academy of Art University *in* SAN FRANCISCO, CALIFORNIA
BFA in Web Design & New Media | 2008 - 2012

EXPERIENCE

Rosetta *in* SAN JOSE, CALIFORNIA

Visual Designer | April 2013 - Current

Provided visual designs requested by the Creative and Customer Experience team for a variety of challenging projects for clients. Broadened knowledge of responsive web design, mobile design, and marketing strategies with a consistent focus on user experience. Participated in high-level brainstorming conversations with creative directors, user experience designers, and marketing strategists.

TIBCO Software, Inc. *in* PALO ALTO, CALIFORNIA

Visual Design Contractor | January 2013 - April 2013

Converted after internship as a member of the UX team. Collaborated with engineering and product teams to develop and execute enterprise software product Clarity 1.0.0 (a cloud based data cleansing tool leveraging Google Refine) as the sole visual designer. Lead, planned, and executed visual design portions for web based product including establishing design direction and designing user interface elements. Established relationships with product managers, project managers, and other stakeholders. Provided visual design support for mobile apps (smartphone and tablet) for clients and demos.

Visual Design Intern | September 2012 - December 2012

Worked with the User Experience team as a Visual Designer. Assisted in the development of various TIBCO products including the Official Mobile Apps of the Golden State Warriors and Oakland Raiders. Contributed to mobile and enterprise projects from conception to completion. Facilitated the process of translating visual design to the development team.

TrickPlay, Inc. *in* PALO ALTO, CALIFORNIA

Design Intern | June 2011 - August 2011

Developed and designed interfaces for television apps and iPhone apps. Conceptualized new games and music apps with engineering team. Responsibilities included working with engineers to communicate interactions and creating app features.

CLIENTS

Chase | Cisco | Marvell | CA Technologies | Golden State Warriors | Oakland Raiders
Helzberg Diamonds | Lufthansa | Schneider Electric | E&J Gallo Winery

ACHIEVEMENTS

Academy of Art Spring Show *in* SAN FRANCISCO, CALIFORNIA

Self Promotion: Portfolio Website | 2011

Academy of Art Spring Show *in* SAN FRANCISCO, CALIFORNIA

Photography, Motion Graphics | 2010