

David Owen
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Profile

Worked as artist, designer, animator and art director for a variety of recognizable software, entertainment and educational brands. Talented at building a cohesive team and very adept at establishing and maintaining communication across varying disciplines and personalities to achieve quality, on-time product. Created and managed schedules for large projects with hundreds of deliverables. I am proficient in the Adobe Creative Suite of software specializing in Photoshop, Illustrator and InDesign. Also experience in 3D modeling. Created a body of fine art in multiple mediums including photography, painting, drawing, prints and installation art

Objective

To obtain full or part time work as Art Director, Graphic Artist, Content Manager, UX designer, Technical Writer, Content Testing or Photo Editor for creative, dynamic company. Seeking to utilize expertise in a variety digital creation tools as well as competence in organization, mentoring, supervising and reliability

Work History

Computer Technician: SimplyMac, 2015 - Present

House calls and Apple Direct Service Dispatch. Works on remote locations to solve customer technical issues and perform open machine repair.

Computer Technician: MacStore, 2014

Computer installation tech for the Mac Store, North Shore School District. Imaged several thousand Mac computers using Casper Imaging. Deployed computers to schools. Trouble shooting image failures on machines. Tracked deployment numbers and maintained tight schedules.

Artist, 2006-2013

Ongoing work on digital print art.

UI and icon design for online game.

Virtual world content creation encompassing architecture and art installation, including 3D content modeling for JPL and the International Space Flight Museum.

Volunteer art director for online magazine "rez".

Art Director: McGraw-Hill, 2000-2006

Art Director for online children's education curriculum.

Produced and delivered, on time or ahead of schedule, over 300 game-like interactive education lessons.

Managed creative process from brainstorming to implementation with content editors and programming on user interface/user experience issues.

Facilitated between disciplines in the production process

Supervised and evaluated a team of artists
Communicated regularly with programmers
Organized content management/server structure
Researched new tools and processes
Collaborated on specifications
Created and maintained production schedules meeting all deadlines in a fast paced production cycle.
Created production art and animation.
Provided occasional collateral materials.

Contract Design: Merwin Creative, 1999

CD Rom User Interface design for Compaq.

Contract Design: LiveWire Interactive, 1999

Design and production on interactive projects for Sony, Nissan, Wavephore and Cartier.

Contract Design: SUMUS Interactive, 1999

Flash design and animation for Nortel website

Web Designer: Cendant Creative Development Group, 1998-1999

Lead designer for "Hagglezone" e-commerce website.
Designed a bidding user interface through multiple iterations.
Collaborated with developers and lead producer on issues of user experience.
Participated in usability testing.
Designed advertising materials for Hagglezone and Netmarket websites.

Contract Artist: Microsoft, 1997

Created interface design and illustrations for Jim Henson's Story Neighborhood, MSN interactive stories.

Lead Designer: MSN.COM , 1996-1997

Created overall design and interface for Microsoft's first portal website.
Worked closely with producers and developers on all stages of production.
Supervised 2 designers.
Implemented first extensive use of Flash for UI design and produced Flash based features for marketing and PSAs.
Created prototype interfaces and screensavers for Internet Explorer.

Contract Designer: Dreamworks Interactive, 1995-1996

Worked with 2 producers and one artist to prototype CD-ROM and web-based titles. Created user interface design, 2D and 3D illustrations and animations.

Digital illustrator and animator: Microsoft Kid's Group, 1993-1995

Created art and animations for CD-ROM titles: "Magic School Bus Explores the Solar System" and "How the Leopard Got His Spots".
Lead animator on "Paul Bunyan". Included planning and organization of animations and animators as well as animation production.

Education

University of Michigan, Bachelor of Fine Arts, Magna Cum Laude
City College of San Francisco: Electronic music
Photographic Center NW: Digital Printing