

MARC WHITTEMORE
Los Angeles, California
323.658.8472

Summary:

Art Director/ Senior Designer focusing on UI design, interactive graphic design and illustration.

Multi-platform proficiency with multi-media design applications: Entire CS5 Creative Suite: Photoshop, Illustrator, InDesign, Acrobat, Corel, Painter, Dreamweaver, PowerPoint. As well as Miva Merchant (Shopping Cart) and Ecommerce (VeriSign and authorize.net), product photography and product arrangement. MS Office, Powerpoint.

Experience with JavaScript, CSS, HTML, DHTML. Knowledge of Flash, After Effects and 3D modeling applications (Cinema 4D).

Portfolio:

<http://www.aworkofmarc.com/portfolio.html>

Experience:

Oct. 2008
to Present

Aworkofmarc, Los Angeles, CA
FREELANCE CREATIVE DIRECTOR/DESIGNER (Freelance)

Responsible for the complete operation of the freelance design studio from initial consultation and planning to the finished product, requiring creativity and the efficient management of design projects in the areas of Internet web page design / interactive design, print, initial design consultation and initial conceptual designs, projections, schedules and budgets, planning detailed projects from start to finished delivery. Currently on ASB.tv project.

Clients include: Disney, Sony, ASB.tv and various other small companies (represented in portfolio)

Mar. 2008
to Sept. 2008

Path Connect LLC, Los Angeles, CA
ART DIRECTOR

Responsibilities:

- Path Connect was a social networking startup company along the lines of MySpace.com.
- Responsible for Art Direction / hands-on redesign of their flagship social networking website as well as Art Direction and design of projects for their parent company Visalus.com – everything from developing functionality and information architecture to furthering company branding, logo and design development, working with marketing to develop online ads and general maintenance, CSS functionality and design.
- Worked closely with a team of 2 to 6 people depending on the project and including backend development (coding).

Jan. 2004
to Nov. 2007

GlobalTouch Telecom, Los Angeles, CA
ART DIRECTOR

Responsibilities:

- Part of the marketing team and responsible for a wide variety of projects from web site redesign and maintenance to company branding and print items including the design of flyers, business cards, stationery and magazine ads, developed and illustrated logos, proprietary icons and technical diagrams, magazine ads.
- Most recent projects of tradeshow 10' x 20' booth skin and (virtual) soft phone skin development and device diagrams.
- Managed teams from 2 to 5 people depending on the project.

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May 2000
to Dec. 2002

Universal Studios Online, Universal City, CA
ART DIRECTOR

Responsibilities:

- Art Director for Universal Studios multiple business units including: Spencer Gifts, Verve Music Group, Universal Classics, Captain Morgan Rum, and Back Lot Studio Operations, etc.
- Duties included: project conception, direction, extensive hands-on design, while coordinating creative resources / process; streamlining current processes; developing and expediting new processes.
- Advocated design to UniStudios business units (clients), worked with both internal and external software development teams and focus groups to analyze online user experience and content.
- Worked with Producers and UniStudios business units integrating their requirements with current technology into design strategies; balancing UI (design) aesthetics with marketing dept. requirements to insure design integrity.
- Established project goals, designed employee incentive plans.
- Interfaced with business associates promoting design concepts, storyboarding, flow charts / information architecture and user experience.
- Managed Teams from 2 to 12 people depending on the project.

Nov. 1999
to Mar. 2000

Magnet Interactive, Culver City, CA
ART DIRECTOR

Responsibilities:

- Initially responsible for the Nissan-USA web site.
- Duties included project conception, art direction, coordination of the creative process, design advocacy, creative resource and personnel coordination, and hands-on design.
- Integrated technology and client's business requirements into design strategies, balancing UI , marketing, aesthetics and creative resource and personnel coordination.
- Established project goals with Producers over saw multiple projects (interfacing mainly Nissan but also Quiksilver and Patagonia) to insure design integrity and quality standards.
- Managed, lead and motivated the creative team from 1 to 6 people depending on the project.

June 1997
to Nov. 1999

Disney Online, North Hollywood, CA
SENIOR DESIGNER / ART DIRECTION

Responsibilities:

- Art direction and design. Coordinated web page design and piece graphics for several Disney business units as well as extensive hands-on design, character development, illustration and Flash animation. Provided art direction for both in-house and, as liaison, for sub-contracted web site development. Responsible for design side delivery of the completed, comprehensive, high-quality
- web site solution that providing the various Disney units with strategies that support (or created) the brand identity and met the mission critical objectives.
- Involved at every stage of the web project and represented Disney Online in on-going consultation with Disney's individual business units and outside developers. software development teams and focus groups to analyze online user experience and content.
- Worked with Producers and UniStudios business units integrating the requirements with current technology into design s UI (design) aesthetics with marketing dept. requirements to insure design integrity.
- Interfaced with Disney's B2B clients and related business associates detailing design concepts, storyboarding.
- Established project goals, designed employee incentive plans. Managed Teams from 1 to 10 people depending on the project.

Education:

College of the Desert Palm Desert, CA
Graduated with G.P.A 3.80

Syracuse University Syracuse, NY.
General Art Classes