



scott  
allen

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## SKILLS

- Conceptualize, design solutions and produce the final product
- Lead the design process
- Understand trends in typography, color and design
- Proficient in color-correction, retouching, montage and other photo manipulations
- Able to manage multiple projects simultaneously, expert project juggler
- Work well as part of a team, or independently
- Thorough knowledge of pre-press
- Experienced with print and digital media
- Software: Photoshop, Illustrator, InDesign, Acrobat, After Effects, Dreamweaver, Wordpress and some HTML/CSS.

## EDUCATION

- Bachelor of Fine Arts, Central Michigan University
- Savannah College of Art and Design

## EXPERIENCE

### Misix, Milwaukee, WI

2016 – 2017

#### Art Director

- Lead the Misix graphic design team consisting of designers, interns and external contractors.
- Worked collaboratively with copywriters and the Creative Director.
- Supervised the creation of all graphic materials in order to ensure the quality and accuracy in the design.
- Involved with all creative projects from initial conceiving and client presentations to execution, production and press checks.
- Worked directly with print vendors to stay within budget and maintain quality.
- Successfully lead the creative on a 6 part video series while the Creative Director was on leave.

### Misix, Milwaukee, WI

2013 – 2016

#### Graphic Designer

- Developed numerous marketing materials and guaranteed that they exceeded the expectations of our clients.
- Projects included: reports, white papers, advertising campaigns, brochures, flyers, infographics, video storyboarding and animating, email design and coding, landing pages, web graphics, trade show booths, PowerPoint presentations and photo retouching.
- Learned After Effects through online tutorials so the agency wouldn't have to use an outside vendor to produce videos and animations.
- Managed multiple projects at any given time while under pressure to meet deadlines.
- Assisted with photo shoots and attended press checks.

### Sega of America, San Francisco, CA

2007 – 2013

#### Contract Graphic Designer

- Designer for video game packing, point of purchase displays, instruction manuals, promotional materials, advertising, brochures, posters, invitations, logo and identity, exhibition displays, vehicle wraps and catalogs.

### Konami Digital Entertainment, Redwood City, CA

2000 – 2007

#### Graphic Designer

- Reported to and worked collaboratively with the Creative Services Manager.
- Using my expert knowledge of Adobe Illustrator, InDesign and Photoshop I created a wide variety of marketing and PR materials.
- Projects included video game packaging, instruction manuals, press release kits, game logos, sell sheets, P.O.P. displays and web banners.

**Samples of my work: [www.scottallendesign.com/portfolio.pdf](http://www.scottallendesign.com/portfolio.pdf)**