TICKER DESIGN

Shane Thompson (DBA Ticker Design)
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Portfolio: tickerdesign.com   **LinkedIn:** linkedin.com/in/elshatho/

PROFESSIONAL OBJECTIVE

Exceed expectations in creativity, passion, professional standards, and creative management.

SKILLS SUMMARY

- Accomplished creating user-centric interfaces and websites
- Comprehensive knowledge of brand and identity development
- Creative team leadership, project coordination, training, education, and support
- Extensive collaboration with creative professionals, content creators, IT & DevOps, QA, engineers, data scientists, event coordinators, marketing operations, third-party vendors, and countless business clients
- Driven, upbeat, and methodical in approach to juggling multiple projects with tight deadlines
- Highly efficient and exceptionally resourceful while ensuring quality work
- Adaptable, open, and flexible to new ideas, processes, and procedures
- Proficient using cutting-edge industry software for Mac, Windows, and mobile operating systems

EXPERIENCE

Creative Director / Owner

Ticker Design – *Creative services sole proprietorship*
Ongoing since Jan 1996 - Present / San Jose, CA & Seattle, WA

- Over 20 years of design services for clients ranging from private individuals to entrepreneurial start-ups to established business leaders
- UX/UI, interactive websites, marketing materials, invitations, package designs, corporate brand identities, advertisements, event kiosks, multimedia presentations, and point-of-purchase displays
- Extensive budget and account management, working with external vendors, and outsourcing content creators, designers, photographers, and programmers

Senior UX/UI Designer & Web Developer

Intertrust Technologies Corporation – *B2B technology company*
May 2013 - Feb 2020 / Sunnyvale, CA & San Francisco, CA

- Over 6 years as the go-to Visual Designer, UX/UI Designer, and Web Developer for Intertrust corporate, data privacy, events, sales, and product development teams spanning ad tech, DRM, OTT products, software security, and data management platforms
- Founded a full-service in-house creative and development team of only 4 that grew into an entire creative department spanning two offices
- Responsible for fulfilling all marketing and sales initiatives from start to finish
- Worked with all corporate levels from C-level executives to line teams
- UX/UI wireframing, website design and development, content curation, localization, and maintenance
- Web Developer duties: domains and database management, security certificates, framework architecture, CMS and AWS integration, SEO, GDPR and CCPA compliance, Salesforce integration, Marketing Ops integration, and optimizations for scalable growth
- Corporate and product brand development, logos, iconography, diagrams, and illustrations
- Design and print production for white papers, datasheets, reports, and technical documentation
- Trade shows and events support: booth artwork, print collateral, advertisements, online promotion, event landing pages, event microsites, and vendor coordination
- Marketing Ops support: time critical deployment of press releases, social media promotion, global mass email campaigns, gated landing pages, lead capture forms, blogs and news postings, corporate and product-based newsletters
- Sales support: creation of countless presentations, diagrams, and other supplemental creative needs

References available upon request. For an online portfolio, please visit **tickerdesign.com**

SOFTWARE

- Figma
- Adobe Creative Suite: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Acrobat, Adobe Premiere, Adobe After Effects, Adobe XD
- QuarkXPress
- Apple: Pages, Numbers, Keynote, Xcode
- Microsoft Office: Word, Excel, Powerpoint
- Microsoft Visual Studio
- Sublime Text
- BBEdit
- Coda
- Hype
- Camtasia
- Apple Logic Pro X
- Avid Pro Tools
- Axure RP Pro
- Sketch
- Zeplin
- InVision
- SVGator

DEVELOPMENT

- HTML / CSS / SASS / LESS
- Javascript / jQuery / JSON
- PHP / ASP / XML
- MySQL / Apache
- Wordpress / Drupal
- Bootstrap
- Applescript

MARKETING OPS

- Marketo
- Act-On
- HubSpot
- Constant Contact
- Eventbrite
- Salesforce

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Art Director
Level Studios – *Marketing agency*
Nov 2006 - Jun 2011 / San Luis Obispo, CA & Los Angeles, CA

- The dedicated Art Director and brand authority for the Research In Motion (RIM) account
- Managed and trained a team of designers over the span of five years and two offices
- Close collaboration with management, engineering, web/interactive production, QA, developers, information architects, and third-party vendors including Razorfish and Leo Burnett
- Maintained and ensured cohesive brand aesthetics throughout all global BlackBerry corporate websites and product microsites
- Founding member of an LA-based RIM-creative division which grew into an entire support staff serving BlackBerry Latin America
- Additional design support for accounts including Apple Computers (developer website and the sixth generation launch of the iPod Nano), Immersion, Hewlett-Packard, Netflix, NextGen Healthcare, Marvell Technology Group, Oakley, and Marrs Printing

Senior Graphic Designer
Warner Bros. Interactive Entertainment – *Video game publisher*
Sep 2004 - Aug 2005 / Kirkland, WA

- Responsible for website design, development, and online marketing for the massive multi-player online video game *The Matrix Online*
- Prepared in-game artwork, ad creation, game collateral, and artwork for game community events
- Promotional artwork for the highly anticipated titles *F.E.A.R* and *Condemned*
- Company brand and collateral development

Senior Graphic Designer
RealNetworks – *Internet software and services company*
Jan 2003 - Aug 2004 / Seattle, WA

- UX/UI design for the RealArcade casual games interface, website, and all online marketing artwork for a catalog of over 200 video games
- Custom artwork for external vendors/affiliates, printed promotional material, and managing junior designers and contractors

Senior Graphic Designer
Morton Design – *Graphic design firm*
Jun 2002 - Dec 2002 / Bellevue, WA

- Corporate brand identity development, collateral, brochures, kiosks, advertisements, and website development
- Extensive client and vendor interaction coupled with project and budget management

Senior Graphic Designer
Sierra On-Line Entertainment – *Video game publisher*
Jan 2000 - Oct 2001 / Bellevue, WA

- Design support for myriad video game packaging, identities, and advertising
- Close collaboration with creative directors, copywriters, and fellow designers from concept to final execution
- Provided design on such titles as *Half-Life*, *Tribes*, *Homeworld*, *Hoyle Casino*, *The Lord of the Rings*, and *You Don't Know Jack*

Senior Graphic Designer
Monolith Productions – *Video game publisher*
Aug 1998 - Dec 1999 / Kirkland, WA

- Design and illustration support for game package designs, game identities, advertising, exhibits, and website design
- Several developed titles include: *No One Lives Forever*, *Shogo: Mobile Armor Division*, *Septerra Core*, *Odium*, and *Gruntz*

EDUCATION

The Art Institute of Seattle | Associate of Applied Art degree in Visual Communications – *Graduated with honors*

Cusick High School | High school diploma – *Graduated with honors*

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