

KAREN MCCLINCHEY

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PORTFOLIO

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CLIENTS

Adobe Systems
Cisco Systems
Microsoft Corporation
Electronic Arts
Intel
E-Greetings
MP3
SFLNC
Joe Boxer
Dialpad
Northwest Aids Foundation
San Francisco Examiner
Modem Media
Edmark
Corbis
Aldus
Seattle Weekly
The Rocket
Zingerman's Delicatessen

OBJECTIVE

To deliver high quality, effective mobile and web experience, print design, illustration, character design, and 2D animation to make a significant, positive impact for my client.

QUALIFICATIONS

Creative and steadfast team player. Over twenty years of professional computer art experience with emphasis in education and entertainment. Technically adept and able to adapt to any graphic tool. Savvy to corporate process and archiving structures, detail oriented and up to speed quickly. Ardent collaborator.

EDUCATION & PROFESSIONAL TRAINING

Bachelor of Fine Arts, University of Michigan, 1986, Ann Arbor, MI
Design and Illustration, School of Visual Concepts, 1992-94, Seattle, WA
Traditional Animation with James Coffin, 1994, Seattle, WA

SOFTWARE

Photoshop, Illustrator, Flash, InDesign, Quark, Dreamweaver, XHTML, CSS, WordPress, Fireworks, Acrobat, AfterEffects, Microsoft Office. Proficient with Macintosh and PC.

EMPLOYMENT

1997-Current: Freelance, Oakland, CA | Multimedia Designer

- Designed and produced book cover/interiors for Developmental Studies Center.
- Designed logo, web site, ad, and signage for luxury apparel rental boutique.
- Created animated banners, icons, and splash pages for Autodesk.
- Animated Flash advertisement featuring Blue Man Group for Intel.
- Designed, animated, and illustrated virtual greeting cards for Egreetings and MP3.
- Designed and produced packaging, business cards, signage, posters, postcards, and t-shirts for various clients.

2003-2008: Cisco Systems, San Jose, CA | Web and Flash Developer

- Developer in major intranet update using CSS, XML, Javascript, and component library.
- Produced Flash lessons of complex computer functions for employee educational series.
- Hired and coordinated Programmers and Sound Technicians to meet goals of projects.

2001: Electronic Arts (EA), Redwood City, CA | Assistant Art Director

- Took over art direction for interactive game *Diver Dude* featured on Coca Cola's 2001 Pop the Top Summer Promotion site.
- Directed and worked with Graphic Designers in creation of animated and static art assets to integrate with existing style.
- Designed game interface and introductory animated help instructions.
- Guided Graphic Designer and Coder to punctually deliver trim optimized files.
- Interfaced with EA Producer and offsite agency, Red Sky Interactive, to fulfill branding needs for renowned soft drink client.

1998-1999: Adobe Systems, San Jose, CA | Instructional and Print Designer

- Interviewed Adobe Application Developers and collaborated with Technical Writers and Editors to develop engaging lessons in the use of Adobe products.
- Created original art for published exercises in *Classroom in a Book* series.
- Directed chapter layouts and technical illustrations to maintain established look and feel of collection.

1995-1997: Microsoft Corporation, Redmond, WA | Animator, Character Designer, Illustrator

- Worked with Producers, Animators, and Sound Technicians to bring one of the first intelligent social interfaces to market.
- Designed, storyboarded and animated three premiere characters for Microsoft Office '97 software, including one specifically created for Asia.

1993-1995: Contractor, Seattle, WA | Illustrator, Designer, Production Artist

- In collaboration, established illustration style with Producer and Character Animator for interactive children's book at Edmark.
- Created editorial illustrations requested by Art Chantry at *The Rocket*, and Art Directors at *The Seattle Weekly*.
- Manipulated photo images for Corbis CD title *A Passion for Art*.
- Created technical illustrations for and layout of five-color manual for PhotoStyler software at Aldus.
- Worked closely with Senior Designer at Heckler Associates on packaging for Starbucks Coffee.
- Assisted Art Representative, Kolea Baker, managing stable of artists.

1990-1992: Microsoft Corporation, Redmond, WA | Lead Designer

- Coordinated the localization of art for international versions of software documentation.
- Determined alterations required—encompassing content, technical, and stylistic issues—to make files suitable for localized versions.
- Proposed and organized weekly art meetings to track and distribute work to designers, address department issues, and keep lines of communication open.

VOLUNTEER WORK

2010-Present: Web Designer

- Upload biweekly school newsletter to joaquinmiller.org school website, embed current issue into the site, and provide link to archived pdfs.
- Input WordPress posts of upcoming events to populate newsfeed on school homepage.
- Co-manage school Google Calendar.
- Create banners for web site as needed.

2011: Print Designer and Production Artist

- Designed elementary school yearbook.
- Consulted with, advised, and scheduled volunteers in layout and production of 50 page, full color book using web software.
- Selected and manipulated student artwork to create unique, collaborative cover and interior.

2009-2011: Computer Class Teaching Assistant

Alongside homeroom and computer teacher, instructed kindergarten and first grade students in basic computer use.

2009-2010: Library Assistant

Guided kindergarten students in the process of checking books in and out at the school library. Stacked returned books. Sorted publications for book fair event.

2009-Present: Neighborhood Watch Listserv Moderator/Facebook Page Administrator

- Formalized group of neighbors by creating Neighborhood Watch Google group.
- Interface with Oakland City's Neighborhood Services Coordinator.
- Enforce group ground rules.
- Created and Administrate Laurel District, Oakland Facebook page.

References available upon request.