

SAMUEL BARBER

Front-End Designer

www.omen13.com

678-314-2802

omen@omen13.com

WORK

FRONT-END WEB DESIGNER, ADESYS 2014-NOW

- Web page development from design to test and up to deployment.
- Oversee all web design, graphic design, and marketing campaigns for product development projects.
- Design and manage e-commerce, Shopify websites, blogs, design logos, catalogs, packaging, and marketing collateral.
- Develop web-site mock-ups for clients to ensure quality control and client satisfaction before project development phase.
- Execute and monitor standards for user interfaces, page design and graphics development.

ART DIRECTOR, FOOD CONCEPTS, INC 2002-2014

- Supervised creative & production teams in the development of unique promotional materials.
- Revitalized client products through development and launch of promotional strategies and collateral design pieces.
- Developed and drove effective integrated marketing campaigns.
- Played lead role in planning and developing digital plans for various brands.
- Partner marketing campaigns - worked with partners to develop and coordinate joint marketing campaigns and deliver feedback.
- Worked with Marketing Manager to strategically plan campaign and promotional calendar by channel.
- Developed content, including engaging landing pages for online campaigns, print campaigns, and trade shows.
- Determined timelines and project hours required to complete jobs.
- Designed media-neutral creative assets used across channels: stores, packaging, and digital.

GAME ARTIST, ARCANEDISCIPLINES 2009-2012

- Illustrated icons and worked with other Game Artists to maintain a cohesive style between Art and UI/UX.
- Collaborated with wide variety of stakeholders and peers across design, production, and development and across locations.
- Carried out the design of the characters, scenes, interface, and other elements of the game.
- Visual effects studies, storyboards, and animatics.



SKILLS

ADOBE CC

HTML/CSS/BOOTSTRAP

GRAPHIC DESIGN

CONCEPT DEVELOPMENT

IMAGINATION

3D STUDIO

MAYA

ZBRUSH

SUBSTANCE

UNITY

UNREAL

EDUCATION

AA GAME ART AND ANIMATION

AA VISUAL DESIGN



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