

# Robert Smith

## UX UI Developer

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### Experience

#### brokaw · art director · 1/18–present

Collaborate to develop unexpected, strategy-based creative campaigns from start to finish. Accountable for a variety of print & digital collateral and social content. Direct photo and video shoots to support campaigns. Drink a lot of the world's worst coffee and Great Lakes beer.

#### marcus thomas · art direction intern · 9/17–12/17

Created print and digital assets to support existing campaigns. Designed app identity for one of the agency's largest clients. Assisted on photo and video shoots in in-house production studio (#handmodel). Pet many dogs.

#### punk talks · web designer · 5/17–3/19

Maintained punktalks.org. Worked with developer to design and launch custom Wordpress site. Created graphics for social and print distribution. Advocated that you don't have to be sad to make great music.

#### go media · graphic design intern · 5/16–8/16

Worked directly with clients to create brand identities and website layouts. Created print materials for Weapons of Mass Creation Fest. Made Photoshop mockups from scratch for the Arsenal web store. Mastered the pen tool.

### recognition

#### adweek · 9/19

Lake View Cemetery 2019 campaign: The 9 billboards.

### Contact

Phone: (123) 456 78 99

info@qwikresume.com

Website: [www.qwikresume.com](http://www.qwikresume.com)

LinkedIn: [linkedin.com/qwikresume](https://linkedin.com/qwikresume).

Address: 1737 Marshville Road,  
Alabama.

### Education

Bachelor Of Science - computer science  
(Stanford)

### Skills

#### adobe creative cloud

Photoshop, Illustrator, InDesign,  
Premiere Pro, After Effects.

#### web development

HTML, CSS & SASS, Wordpress.

#### miscellaneous

Hand media: letterpress printing.  
Prototyping: Invision, Axure.