

Ellen M. Thomson

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/ SUMMARY /

A talented interactive designer and art director with over 20 years of experience

- efficient and deadline oriented
- well-honed design and project management skills
- excellent people and communication skills
- positive attitude
- intuitive, forward thinking, and passionate problem solver
- flexible and open-minded

/ INTERACTIVE AND DIGITAL EXPERIENCE /

2015 / November / *Client: Victory Tool, Web design (in progress)*

2015 / June -August / *Digital Learning and Assessment intern at the Minnesota Historical Society*

2015 / August / *Client: Friends School Plant Sale, Web Design for RFP*

2012-2015 / Minneapolis College of Art and Design (expected graduation Fall 2015)
Certification in Interactive Design and Marketing

Completed coursework and interactive skills:

Development:

Web Dev 1
Responsive Design
Web Dev 2 (Javascript and JQuery, currently enrolled)

Design:

Web Design 1
Web Branding and Design Systems
User Experience
Typography Essentials

Marketing:

Marketing 1
Collaborative Work flows

2012-2015 / *Client: Handyman Magazine, Interactive DPS designer for the iPad edition*

/ PROFICIENCIES /

- coding HTML / CSS using BBedit
- responsive design using media queries
- style tiles
- atomic design
- mobile first
- wireframing and site maps
- InDesign 6.0 / print and iPad
- Adobe Creative Cloud Suite 6.0

/ ADDITIONAL EDUCATION /

2000 / University of Minnesota
Bachelor of Arts in Visual Communications and Graphic Design

/ PRINT EXPERIENCE /

2012-2015 / *The Family Handyman magazine and iPad Freelance Art Director*

- Design and art director two monthly departments for print and interactive iPad editions as well as an occasional feature

1987-2012 / *St. Paul Pioneer Press / Features Page Designer*

- Designed covers and inside pages for Sunday Travel, Weekend Life and Sunday Life sections of daily newspaper
- Worked on deadline with editors, writers, photographers and illustrators to generate ideas
- Managed visual presentation of feature stories and covers from concept to production of pages
- Collaborated with writers to create non-traditional ways of presenting information (charticles, infographics and other alternative story forms)
- Led the 2004 redesign of content and visuals for new features sections (Daily Life, Weekend Life, Sunday Life)
- Created illustrations using Adobe Photoshop and Painter

2008-2012 / *Spaces Magazine / Art Director*

Worked with the editor to reinvent magazine in tight timeframe. Involved from the idea stage and selection of stories to the gathering of art, layout, design and production of the entire magazine.

1986-88 / *The Science Museum of Minnesota / Publications Art Director*

Produced and designed monthly and bi-monthly magazines for Museum membership and the Omnitheater

/ DESIGN, BRANDING AND ILLUSTRATION /

2015-present / *Germanic American Institute / Branding for Kaffe and Kuchen, Nordic Night, (Events website in progress)*

2014 / *Lula Vintage Clothing / Updated branding & identity including logo and print materials*

1996-2003 / *Minnesota Public Radio / St. Paul Sunday CD cover art*

/ DESIGN AND ILLUSTRATION AWARDS /

15 + awards for excellence, including two 1st place awards, SPJ Page One, and 3 Society of News Design awards; nominated by the Pioneer Press for an award of excellence

/ ART RELATED /

2005-present / *Gallery 360, Minneapolis / Currently represented*

2007 / *Minnesota State Arts Board / recipient of "Artist Initiative" grant to paint in Norway*

1995-present / *Visual artist / over 25 Gallery shows*

/ CONTINUING EDUCATION & PROFESSIONAL WORKSHOPS /

Summer 2012 / *Minneapolis Technical and Community College*

Spring 2012 / *College of Visual Arts, St. Paul*

1990 to present *AIGA MN, Design Camp*

2008 *HTML boot camp in Chicago*

1996-2004 *Attended and organized painting workshops in Greece, Norway, France and Iceland*