

Marcus Hamilton

Elgin, IL - Email me on Indeed: [indeed.com/r/Marcus-Hamilton/5250dbe440fa4ae8](https://www.indeed.com/r/Marcus-Hamilton/5250dbe440fa4ae8)

To assist in challenging and rewarding projects, that utilizes my skills and experiences in an organization that offers continue growth and opportunities.

Willing to relocate to: San Francisco, CA

Authorized to work in the US for any employer

WORK EXPERIENCE

UX Designer

Sears Holding Company (Advantage Technical Resourcing - Chicago, IL - June 2011 to Present

Daily Responsibility working in an agile environment to make informed recommendations on UX/UI strategies, leveraging best practices, accurately estimating and tracking time across multiple simultaneous projects.

Working with UE staff to develop and document methodologies, standards and best practice for the group.

- Work on design Initiatives and platform enhancements across (Sears and Kmart), mobile web and native apps and other brand properties as needed
- Conduct and analyzing research, gather business requirements, Identify technology constraints
- Work on small to mid-size maintenance projects

Sr. Web Designer

Entertainment Promotions - Troy, MI - September 2006 to June 2011

Work closely with the Director of Manufacturing and Creative Services, and responsible for designing and developing:

- Product Digital Designs/Developments (i.e. websites, banner ads, emails, flash presentations)
- Usability Documentation (i.e. Wireframes, Site-maps, process flows)
- UI Designs (i.e. website layout design, user Interface design, and Information Architecture)
- Develop interactive prototypes
- Video training shoots (involve in setting up camera, lighting)
- Video Post-Production editing (involved in input and output editing of video footage into Editing software suite)
- Managing/Mentoring small staff of (5 to 8) Junior Designers/Coders in day to day activities
- Lead and develop Digital Asset Management best practices and documentation
- Lead Design Presentations for C Level executive and Managers, and Directors.

Multimedia Developer

Ford Motor Company - Dearborn, MI - November 2004 to August 2006

Responsibility Includes:

- Developing flash eLearning courses for Ford Asia Pacific. In includes coding in Action-Script 2.0, JavaScript, HTML, and XML to create SCROM compliant training courses.
- Integrating multimedia components such as video and or audio to flash interfaces to create a better learning experience.

Flash Designer & Developer

Raytheon Professional Services - Troy, MI - January 2004 to November 2004

Responsibility includes: Designing and developing computer based training courses from General Motors technical manuals, this entails creating:

- Flash animations,
- Technical illustrations from reference materials-such as photography, technical blueprints, and Automotive parts manuals.

Interactive Designer

Ford Motor Company (Synova) - Dearborn, MI - May 2003 to September 2003

Responsibility includes designing and developing corporate, public, and intranet websites.

- Maintaining integrity of design processes and industry standards through documentation.
- Participate in usability testing, using state-of-the-art Usability Labs and documenting users way-finding responses of website applications.

Interactive Creative Lead

ePrize - Farmington Hills, MI - October 2001 to October 2002

Role and Responsibilities includes:

- Defining UI's for interactive Ad games (i.e. user interface design, website layout)
- Develop storyboards/ wireframes
- Design mockups
- Lead client reviews/ presentations to ensure that clients brand and business initiative are met.

Sr. Web Designer

ChannelNet - Dearborn, MI - January 2001 to October 2001

Responsibility includes:

- Designing automotive dealer websites, includes website layout, Information Architecture
- Maintaining web visual design assets.
- Implement graphic production procedures, techniques and tools to optimize efficiency.
- Collaborate with other team stakeholders to ensure user experience are produced to standards of Manufactures and Dealers brand identity

Interactive Designer

Rare Medium - Bloomfield Hills, MI - November 1998 to January 2001

Responsibility includes:

- Defining creative vision, structure, of interactive projects such as e-Commerce websites,
- Applying industry standards to web development and website usability.
- Develop HCI documentation for usability testing, Information Architecture, and presentations.

Web Designer/Developer, Jerome Bettis Enterprises Berkley, MI - <http://www.thebus36.com>

Web Designer/Developer, Broads Word Solutions Waterford, MI - <http://www.broadswordsolutions.com>

Web Designer/Developer, Tax Trouble Help Southfield, MI - <http://www.taxtroublehelp.com>

Web Designer/Developer, Urban Lending Solutions Pittsburgh, PA

<http://www.hamiltonmarc.com/UrbanLendingSolutions>

EDUCATION

Master of Art in Interactive Design and Game Development

Savannah College of Art and Design - Savannah, GA

Bachelor of Fine Art in Studio Art

Michigan State University - East Lansing, MI

Bachelor of Fine Art in Interior Design

Savannah College of Art and Design - Savannah, GA

LINKS

<http://marcushamilton.work>

ADDITIONAL INFORMATION

SKILLS/ABILITIES

Computer skills and proficiency in:

Design Tools

- Adobe CS4/CS5/CS6
- Photoshop
- Illustrator
- InDesign
- Fireworks

Motion Media Tools

- Adobe Premiere
- Final Cut Pro
- QuickTime/QT pro
- Motion
- After Effects

• Maya

• Flash

Code/Development Tools

- Dreamweaver
- CSS-Edit
- BBEdit

Programming/Code

- HTML 4 and 5 /XHTML
- JavaScript
- CSS 1,2, and 3
- Action-Scripting 2.0 and 3.0
- PHP

Interactive Prototyping Tools

- Visio
- OmniGraffle Professional
- Axure Professional
- Balsamiq

OpenSource Content Management Systems

- WordPress
- Familiar with Drupal, Joomla

Mac and PCs platforms