

/BACKGROUND IMAGE/

ART DIRECTOR. DESIGNER. ARTIST

jamasa mcpherson



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resume

Digital Designer

Spike TV | October 2014 - Present

Spike and Comedy Central digital asset design.

Spike App redesign, which launched March 31, 2015.

Spike.com web asset design, photo-editing, page comps, layout.

Art Director

The Gate Worldwide | June 2014 - October 2014

Collaborate with Creative Directors and production team to execute campaign deliverables, including: storyboards, wireframes, mockups, asset design, illustration, web design, and branding.

Interactive Designer

Monster Media | October 2012 - May 2014

Design wireframes, mockups, storyboards and prototypes to effectively communicate proposed interactive concepts.

UX and UI design for out-of-home digital experiences, such as digital kiosks, billboards and walls, photo-booths, and projections.

Lead a team of Interaction Designers, Visual Artist, Art Directors, Developers and Technologist to create first to market interactive experiences.

EDUCATION

Master of Fine Arts

Media Design, Advertising

Full Sail University, Feb 2013

Bachelor of Fine Arts

3D Animation, Marketing

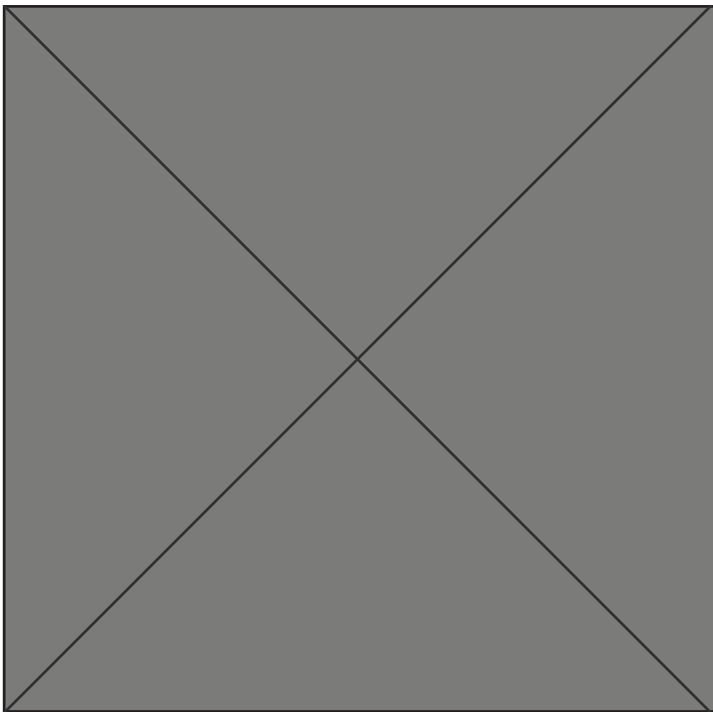
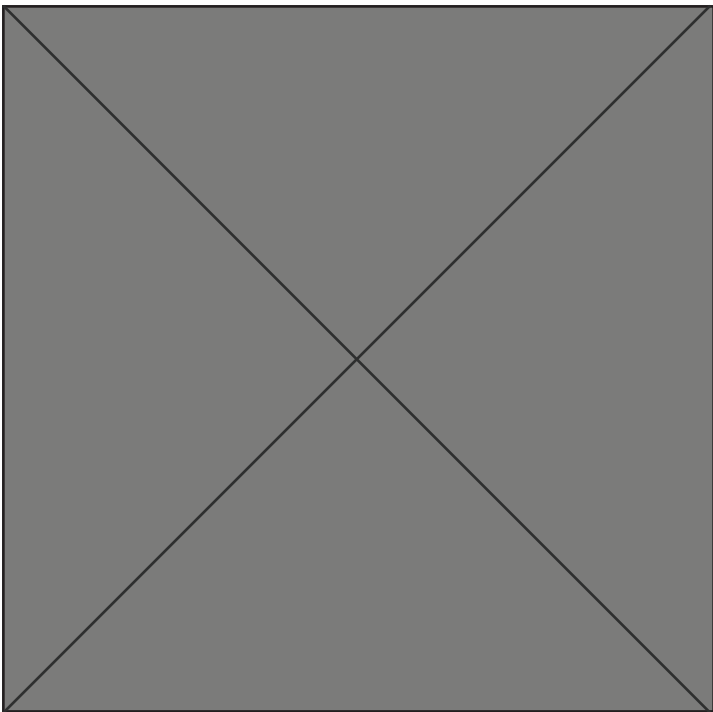
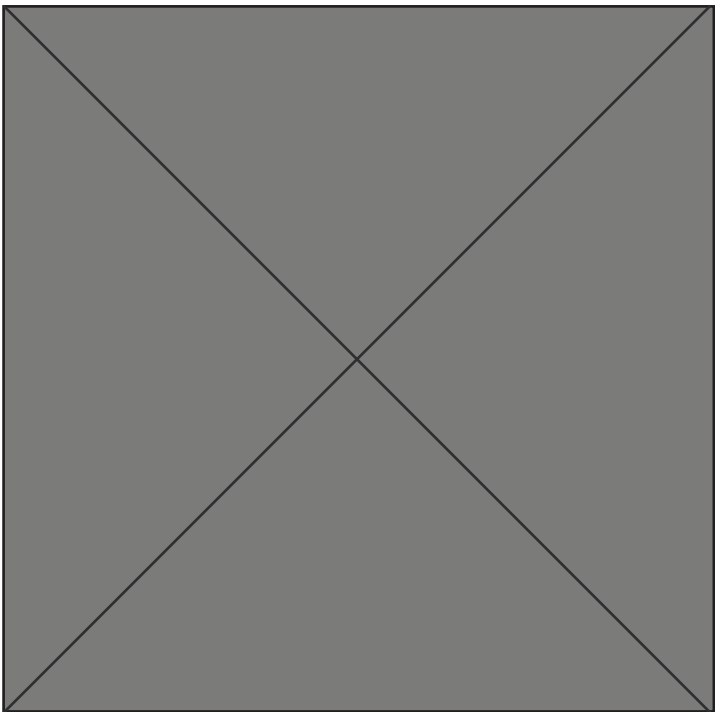
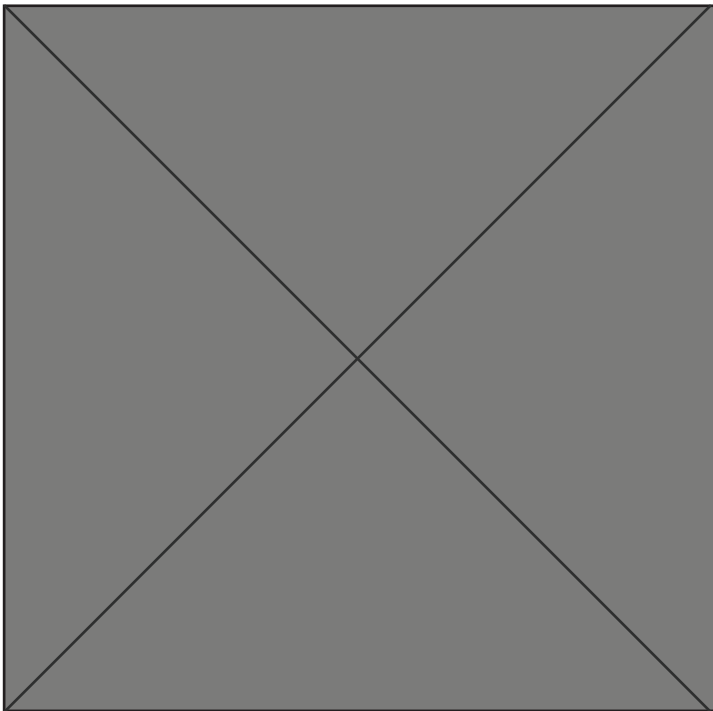
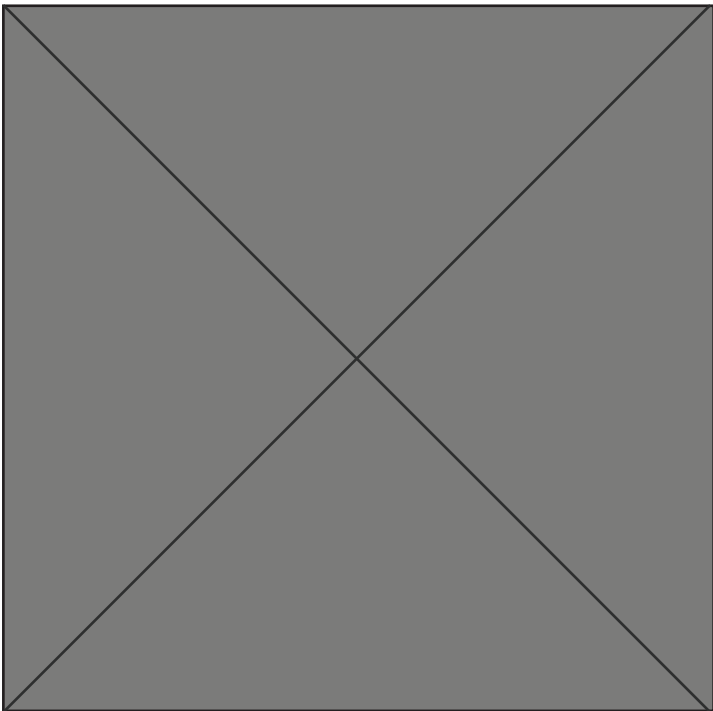
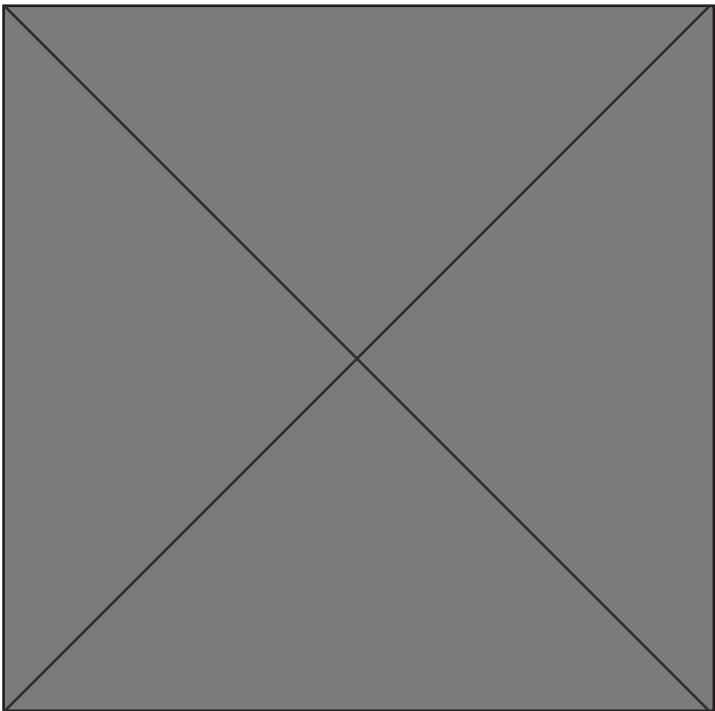
University of Central Florida, May 2010

Contact:

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#100DaysOfCommuteTherapy

What Is the 100-Day Project? It's a celebration of process that encourages everyone to participate in 100 days of making. The great surrender is the process; showing up day after day is the goal. For the 100-Day Project, it's not about fetishizing finished products...it's about the process.



PROJECT TITLE

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