

ORNETTE COLEMAN

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DEVELOPMENT:

- Angular.js
- CSS
- Git and Github
- HTML
- Javascript
- Microsoft Office
- React.js
- Tumblr API
- Visual Studio Code

DESIGN:

- Adobe After Effects
- Adobe Illustrator
- Adobe InDesign
- Adobe Photoshop
- Sketch

EDUCATION:

MASTER OF ARTS:
DESIGN STUDIES

The University of the Arts London:
Central Saint Martins College of
Art and Design London, UK, 2007

BACHELOR OF FINE ART:
GRAPHIC DESIGN

Howard University,
Washington, D.C., 1992-96

AWARDS:

ADWEEK AD OF THE DAY
Canon, May 24, 2011

CANNES SILVER LION
Promo & Activation category,
Canon, 2010

FULL WORK EXPERIENCE AVAILABLE ON REQUEST

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#GOALS: To grow as a designer through practical application in a variety of technologies. To master the dual crafts of design and development through prototypes and completed projects.

EXPERIENCE

NIKE UX DESIGNER, FRONT-END DEVELOPER, July 2016 - present:

- Designed the User Experience and coded the Front-End Development of an internal, business-facing portal website to be used by the Global Sales Team.
- Created a style-guide that incorporated 2-3 existing Nike digital style-guides and included color accessibility.
- Improved on prototype code provided, worked with in-house clients to tailor site experience for 3-4 user personas.
- Teamed with a back-end database developer to build the site as an Angular.js web app that incorporated Nike security.
- Presented changes at the end of each sprint to business stakeholders and participated in planning discussions.
- Created Proof of Concepts of larger portal to include full enterprise team content using React.js and Metric Insights API

SAYMEDIA FRONT-END DEVELOPER, May - June 2015:

- Estimated project timing, working with team members remotely.
- Recreated layered Photoshop layouts as a Tumblr site, working with the Art Director to improve User Experience.
- Researched animation approaches, delivering concepts as a working prototype for approval.
- Created custom interactivity and performant, lightweight Javascript animation working with project Tech Lead.

GREY GLOBAL GROUP CREATIVE TECHNOLOGIST, January 2014 - April 2015, **TECH LEAD**, October 2012 - December 2013, **Senior Designer/Developer**, May 2008 - October 2012, **Production Artist**, August 1999 - November 2006:

- Developed creative strategy through research and functional prototypes for presentation.
- Guided the User Experience team to create wireframes and user-flows for desktop, mobile websites, and mobile apps.
- Provided Front-End Development expertise for deliverables, working directly with clients to complete projects on schedule.
- Created delivery timelines working with Account teams, Producers, Creatives, IT, and developers.
- Created code-level development and QA processes, including training documents and delivery checklists.
- Conducted code checks and planned digital delivery strategy.
- Designed, storyboarded, and animated rich-media banner ads, web sites, mobile web apps, and blogs.

CLIENTS: Procter & Gamble (Pantene, CoverGirl, Nice 'n Easy), Ally, Canon, Penguin Books, UPMC, Red Lobster, etc.