

JIM WORNELL

GRAPHIC DESIGNER

ABOUT ME

Deadline-driven Graphic Designer focused on overseeing projects from concept through final delivery. Successfully creates brand messages, strategies and key graphic productions. Resourceful and hardworking with vendor sourcing expertise and empowering leadership skills illustrated over 15 years of industry success.

MY SKILLS

- Photoshop
- Illustrator
- InDesign
- Dreamweaver
- DNN
- WordPress
- HTML/CSS
- Adobe XD
- Figma
- Adobe Premier
- Adobe Audition
- Camtasia
- Microsoft PowerPoint
- Project Management

CONTACT INFO

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 **LOCATION**
Sammamish, WA

WORK EXPERIENCE

Marketing Designer/Web Administrator - Zetron, Inc.

May 2006 - June 2021

- Built corporate brands by designing cohesive looks between elements such as logos and letterheads.
- Developed creative design for marketing and event packages, including print materials, brochures, banners and signs to support product branding strategies.
- Designed creative digital displays used in on-line advertising for local businesses.
- Put together videos for social media, advertising and informational purposes.
- Designed website layouts, templates and unique branded looks.
- Coordinated, created and scheduled content, designs and periodic updates to company website.

Graphic Designer - Nintendo of America, Inc.

Nov 1998 - Feb 2006

- Created logos, package designs, and manual/brochure layouts for over 50 software titles.
- Demonstrated ability to take on various roles including graphics assistant and graphics specialist to provide range across projects.
- Worked with clients to gather and define requirements, establish scopes and managing project milestones.
- Created digital image files for use in digital and traditional printing methods.
- Developed creative design for marketing packages, including print materials, brochures, banners and signs.
- Met with customers to present mockups and collect information for adjustments.

Associate Producer - Nintendo of America, Inc.

Jun 1994 - Nov 1998

- Managed the North American localization of several first- and second-party video games across multiple platforms.
- Created on-screen, instruction manual, and packaging text.
- Oversaw all scheduling including, but not limited to, debug and go-to-market.
- Coordinated and booked voice over talent and made travel arrangements.
- Created and managed production schedules.
- Assisted with PR and marketing materials.
- Maintained project costs through careful budgeting and monitoring of expenditures.

MY EDUCATION

The Art Institute of Seattle, Seattle, WA
Bachelor of Fine Arts, Graphic Design
2004 - 2008

Northwest College, Kirkland, WA
Associate of Arts, Liberal Arts
1988-1990