



scott
allen

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SKILLS

- Conceptualize, design solutions and produce the final product
- Lead the design process
- Understand trends in typography, color and design
- Proficient in color-correction, retouching, montage and other photo manipulations
- Able to manage multiple projects simultaneously, expert project juggler
- Work well as part of a team, or independently
- Thorough knowledge of pre-press
- Experienced with print and digital media
- Software: Photoshop, Illustrator, InDesign, Acrobat, After Effects, Dreamweaver and some HTML/CSS.

EDUCATION

- Bachelor of Fine Arts, Central Michigan University
- Savannah College of Art and Design

EXPERIENCE

Freelance Graphic Designer

Scott Allen Design

2017 – Present

- Clients include: IAA (Insurance Auto Auctions), IANet, Diconite Southwest, M&A Roundtable
- 20 years in the video game industry

Misix, Milwaukee, WI

2013 – 2016

Graphic Designer, Art Director

- Lead the Misix graphic design team consisting of designers, interns and external contractors.
- Worked collaboratively with copywriters and the Creative Director.
- Supervised the creation of all graphic materials in order to ensure the quality and accuracy in the design.
- Involved with all creative projects from initial concepting and client presentations to execution, production and press checks.
- Worked directly with print vendors to stay within budget and maintain quality.
- Developed numerous marketing materials and guaranteed that they exceeded the expectations of our clients.
- Projects included: reports, white papers, advertising campaigns, brochures, flyers, infographics, video storyboarding and animating, email design and coding, landing pages, web graphics, trade show booths, PowerPoint presentations and photo retouching.

Sega of America, San Francisco, CA

2007 – 2013

Contract Graphic Designer

- Designer for video game packing, point of purchase displays, instruction manuals, promotional materials, advertising, brochures, posters, invitations, logo and identity, exhibition displays, vehicle wraps and catalogs.

Konami Digital Entertainment, Redwood City, CA

2000 – 2007

Graphic Designer

- Reported to and worked collaboratively with the Creative Services Manager.
- Using my expert knowledge of Adobe Illustrator, InDesign and Photoshop I created a wide variety of marketing and PR materials.
- Projects included video game packaging, instruction manuals, press release kits, game logos, sell sheets, P.O.P. displays and web banners.

Samples of my work: www.scottallendesign.com/portfolio.pdf