

EXPERIENCE

Lauren3g Design

October 2000-Current

Creative Consultant, Chicago, IL

Designed brochures, identity, stationery, standards manual, web sites, e-mail blasts, and other collateral for both B2C and B2B clients. Managed and directed outside illustrators.

Clients

Teamworks Media clients: United Stationers (USSCO), Toyota Park and Nology
JPMorgan Chase • Red Orchestra • DAZZ.com | Palo Alto

Killian & Company

July 2008-January 2010

Art Director, Chicago, IL

Concepted, art directed and designed brochures, identity, stationery, standards manual, web sites, e-mail blasts, and other collateral for both B2C and B2B clients. All projects were team collaborations. Projects were executed from start to finish (including production).

Other responsibilities and highlights included:

- Directed and mentored interns and Jr. Staff.
- Designed and instituted brand standards for all proposals, quotes, creative briefs and other Killian documents needed for client communications. This included creating MS Word templates for account managers.

Clients (local)

Peapod • Travis-Pedersen & Associates • St. Francis Xavier School • Grippo & Elden LLC • The Diemasters • Strategic Philanthropy • Hill & Valley • Bounce Logistics • National Student Leadership Conference

DePaul University

January 2007-October 2007

Graphic Designer 2, Chicago, IL

Concepted, art directed and designed brochures, booklets, web sites, banners, invitations, direct mail and other collateral. This included the Blue Fusion logo and standards manual for DePaul's in-house design studio. All projects were a collaboration with account managers, developers and in-house clients.

Other responsibilities and highlights included:

- Consulted with clients to achieve smarter design solutions. This collaboration resulted in both stronger communications and elevated design aesthetic.
- Successfully met all client deadlines

c:change inc.

February 2005-April 2006

Art Director, Chicago, IL

Designed B2B collateral for fortune 500 clients, non profit organizations and professional associations. Projects included brochures, identity, newsletters, stationery, print ads, web banners, environmental banners, packaging and other promotional items. Collaborated with the account managers and creative director to execute projects from start to finish (including production.)

Clients

Accenture • Alzheimer's Association • Chicago Dryer • RILA (Retail Industry Leaders Assoc.) • flowerpetal.com

The Second City

June 2004-January 2005

Graphic Design Intern, Chicago, IL

Designed print ads, transit ads, playbills, posters, corporate stationery. Assisted the Art Director with concept generation and image sourcing. Posters design was sold in The Second City Gift shop.

Midway Games

January 1997-October 2000

Video Game Designer / Graphic Designer, Chicago, IL

Designed and developed computer-based game concepts, user interfaces, and artwork using Photoshop, 3-D Studio Max, Premiere, Illustrator, Debabilizer, After Effects and other in-house applications (PC).

Milton Bradley
December 1992-April 1996

Generated innovative, interactive coin-op and internet games that appeal to women, children, and the street market as a member of the TouchMaster game team.

- Art directed and designed user interfaces for menu screens and games.
- Assisted in trouble-shooting games to eliminate flaws and programming bugs.
- One of my game concepts is patented.

TEACHING
Columbia College
September 2005-2007

Senior Product Developer, E. Longmeadow, MA

As a member of a product development team, I leveraged my skills in sketching, 3-D form making and computer imaging (Mac) to create licensed and unlicensed games and activity toys for cardboard, plastic and mechanized products. Licensed companies included Disney, Nickelodeon, Scholastic, Nirvana

- Made key presentations of licensed product prototypes to the licensor and executive staff.
- Wrote rough copy for game strategies and assembly instructions.
- Organized and administered on-site testing of preliminary products to children.

TECHNICAL SKILLS

Adjunct Instructor, Package Design & Introduction to Graphic Design

Taught and designed assignments for both advanced and introduction level classes. Topics included: design, marketing, branding, software, production, printing and presentation prototyping as it relates to the graphic design and packaging industry. This includes problem solving for 2-D and 3-D surfaces.

Adobe Creative Suite CS3-CS4, Microsoft Office, HTML | Mac and PC platforms

EDUCATION

2nd Bachelor of Fine Arts (June 2005)
Graphic Design, Columbia College, Chicago, Illinois

Master of Fine Arts
Industrial Design, School of Design and Urban Planning, University of Illinois, Chicago, Illinois

Bachelor of Fine Arts
Sculpture, The School of The Art Institute, Chicago, Illinois

Certificate
Web Designer Program, School of Computer Science, DePaul University, Chicago, Illinois

**AWARDS &
PUBLICATIONS**

Contributor to CAFFEINE FOR THE CREATIVE MIND, 250 Exercises To Wake UP Your Brain, by Stefan Mamaw & Wendy Lee Oldfield, HOW Books (October 2, 2006) ISBN 1581808674

Nominated to participate in the Hokin Center 12th Honors Exhibition, 2004, Columbia College

Winner of Best Graphic Site, June 2001, Sitecritique.com

MEMBERSHIPS

AIGA (American Institute of Graphic Arts, Chicago Chapter)

STA (Society of The Typographic Arts)

InDesign Users Group

Meet Up Groups: Chicago Interactive Design & Development • Chicago Advertising Professionals