



# JAMES SILVERS

Graphic Designer, Artist, Animator

## PROFILE

Combines traditional training in the fine arts & media/UI/UX design with hands-on experience creating assets for a variety of media, print & digital, delivering on deadline. A passionate artist, seasoned video editor and graphic designer with extensive UI experience who excels at co-creating quality that delights customers. Dedicated to fostering a diverse work culture that encourages creativity and excellence.

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## SKILLS

Photoshop

After Effects

Illustrator

InDesign

PowerPoint

MS Word

WordPress

Unity 3D

## Education

University of Georgia  
Bachelor of Fine Arts Degree

Drawing & Painting

Art Institute of Seattle  
Associate of Arts Degree

Computer Animation

## EXPERIENCE

### Vortex Managers

Creative Director

Designed Logos, Marketing Collateral, Web Sites & touched up HDR photos for new properties. Maintained websites with complex proprietary database program.

2019 - Present

### Cadence Preferred

Freelance Graphic and UI/UX Designer

Created UX and UI for the SQL Azure Databases webpage using Adobe XD. Created icons for abstract ideas for OpenHack web pages. Designed several PowerPoint presentations.

2018 - 2019

### Recurrence/Interact CE

Senior Artist/Graphic Designer

Produced all art & animation for 3 cutting edge educational programs. Designed UI/UX for all 3 programs. Designed logos and corporate branding & PowerPoint pitch decks.

2015 - 2018

### Her Interactive

Senior 2D Artist

Created high quality texture maps for dynamic environments. for 25 award winning Nancy Drew video games. Designed UI for diverse puzzles. Learned After Effects to do trailers and Special Effects.

2003 - 2015