

JAMES SILVERS

Graphic Designer, Artist, Animator

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P 206-465-2125

SKILLS

Photoshop 

After Effects 

Illustrator 

InDesign 

PowerPoint 

MS Word 

WordPress 

Unity 3D 

Education

University of Georgia | Drawing & Painting
Bachelor of Fine Arts Degree

Art Institute of Seattle | Computer Animation
Associate of Arts Degree

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.

EXPERIENCE

Vortex Managers

Creative Director

2019 - Present

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

Cadence Preferred

Graphic & UI/UX Designer

2018 - 2019

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.

Recurrence/Interact CE

Senior Artist/Graphic Designer

2015 - 2018

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.

Her Interactive

Senior 2D Artist

2003 - 2015

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.