

SHANE THOMPSON

Design + Dev + Creative Leadership

(408) 455-5938

shane@tickerdesign.com

Sunnyvale, CA

Portfolio: tickerdesign.com

LinkedIn: linkedin.com/in/elshatho

SUMMARY

A creative professional with proven agency and marketing experience leading creative and development teams. Insightful, adaptive, tech-driven, innovative, and inquisitive with effective communication and organizational skills. Experienced accommodating the challenges of fast-paced work environments while ensuring efficiency, quality work, and timely deliverables. Ever-focused on exceeding expectations in creativity and expertise.

SKILLS

- Comprehensive knowledge of brand identity and design system development
- Accomplished creating user-centric interfaces and websites
- Creative leadership, project coordination, training, and support
- Extensive collaboration with cross-functional teams and third-party vendors
- Methodical in approach to task management, ambiguity, and tight deadlines
- Driven, optimistic, and open to new ideas, processes, and procedures

EXPERIENCE

Creative Director & Founder

Ticker Design – *Creative services sole proprietorship*

Mar 2020 – Present | Sunnyvale, CA

- Providing design and interactive services for diverse clients ranging from start-ups to established business leaders (most recently: Celigo, AppZen, Impelix, Cleartelligence, SlashNext, and Cayosoft)
- Designing UX/UI, interactive websites, marketing collateral, brand identities, packaging, tradeshow/events, and presentations
- Managing client accounts, budgets, external vendors, and teams of content creators, designers, photographers, and programmers

Senior UX/UI Designer & Web Developer

Intertrust Technologies Corporation – *Enterprise B2B technology company*

May 2013 – Feb 2020 | Sunnyvale, CA

- Directed visual design, UX/UI, and web development for teams across ad tech, DRM, OTT products, and data management platforms
- Founded and grew an in-house creative team of four members to a full creative department spanning two offices and two cities
- Coordinated design and development for all marketing and sales initiatives
- Website management, SEO, and data compliance integrations

SOFTWARE

- Figma
- Adobe
Photoshop, Illustrator, InDesign, XD, Acrobat, Premiere, After Effects
- Apple
Logic Pro, Final Cut Pro, Pages, Numbers, Keynote, Xcode
- Microsoft
Visual Studio, Word, Excel, Powerpoint
- QuarkXPress
- Sublime Text
- Camtasia
- Avid Pro Tools
- Axure RP Pro
- Sketch
- Zeplin
- InVision
- Tumult Hype
- SVGator
- GSAP
- Lottie
- Rive

DEVELOPMENT

- HTML / CSS
- Javascript
- PHP / ASP / XML / SVG
- MySQL / Apache
- Wordpress

MARKETING

- Marketo
- Act-On
- HubSpot
- Constant Contact
- Eventbrite
- Salesforce

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Art Director

Level Studios – *Marketing agency*

Nov 2006 – Jun 2011 | San Luis Obispo, CA

- Provided brand strategy and design as creative lead for Research In Motion (BlackBerry US & LATAM)
- Managed and trained teams of designers across two offices spanning five years
- Collaborated with management, engineering, QA, developers, and top agencies like Razorfish and Leo Burnett
- Design support for accounts including Apple, Hewlett-Packard, Netflix, NextGen Healthcare, Marvell, and Oakley

Senior Graphic Designer

Warner Bros. Interactive Entertainment – *Video game publisher*

Sep 2004 – Aug 2005 | Kirkland, WA

- Produced website design, development, and digital marketing assets for *The Matrix Online*
- Created social media graphics, ads, in-game collateral, and artwork for community events
- Developed promotional artwork for game titles *F.E.A.R* and *Condemned*
- Contributed significantly to company brand and collateral development

Senior Graphic Designer

Morton Design – *Graphic design firm*

Jun 2002 – Dec 2002 | Bellevue, WA

- Designed corporate brand identities, collateral creation, brochures, kiosks, advertisements, and website development
- Managed client and vendor interactions, along with project and budget oversight

Senior Graphic Designer

Sierra On-Line Entertainment – *Video game publisher*

Jan 2000 – Oct 2001 | Bellevue, WA

- Design and illustration for video game packaging, identities, advertising, exhibits, and websites for game titles: *Half-Life*, *Tribes*, *Homeworld*, *Hoyle Casino*, *The Lord of the Rings*, and *You Don't Know Jack*

Senior Graphic Designer

Monolith Productions – *Video game publisher*

Aug 1998 – Dec 1999 | Kirkland, WA

- Design and illustration for video game packaging, identities, advertising, exhibits, and websites for game titles: *No One Lives Forever*, *Shogo: Mobile Armor Division*, *Septerra Core*, *Odium*, and *Gruntz*

EDUCATION

The Art Institute of Seattle – *Associate of Applied Arts in Visual Communications*

Cusick High School – *Graduate*