

Christopher L Martin

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Freelance

Graphic Design, Web Development | Jun 10–Present

Production of brand identity systems, collateral, print, package design, icon design; dynamic typography; use of grid systems; illustration; file preparation; photography; brainstorming on my own or with a team; understanding vague to detailed briefs; clear client communication.

Microsoft - Xbox One

App Development, UI/UX Design | Jan 13–Mar 15

Working with a large team to help launch the Xbox One and continue to update it; recreating design comps and motion studies in HTML, CSS, and Javascript; clearly communicating plans of execution with designers and developers; quickly adapting designs to evolving strategies and user feedback; prototyping; understanding the Xbox design language; self managing and self unblocking.

Boss not Boss

Graphic Design, Web Development, Writer | Jun 09–Present

Founding a blog covering creative projects with a focus on graphic design; Print and web design; page layout with grid systems; icon design; interviewing artists through video; composing articles; photography; marketing with social media; working with a team; brainstorming and creative development.

Nordstrom

Ad Design | Feb 12–Apr 12

Communicating with copy writers, clients, and photographers to design, with a sense of dynamic typography, in-site promotions; file preparation; QA; often working on several projects at once with quick turn-arounds.

ING Direct Investing, Inc

Production Design & Web Development | Dec 10–Feb 12

Working on a close-knit team of designers and copy writers to take Photoshop files and turn them into working web pages using HTML, CSS, Javascript, and Flash; using best practices by smart file preparation and high code standards; style guide management, layout with use of grid systems.

National Research Corporation

Web Design & Web Development | Sep 11–Oct 11

Fluidly moving from brief to wire frames to design in Photoshop to a functioning web page with HTML, CSS, and Javascript; producing quick turn-arounds with tight deadlines; working on my own with periodic check-ins.

Advanced proficiency in:

- * Brand Development
- * UI/UX Design
- * Typography
- * Grid systems
- * Color Theory
- * Adobe Photoshop, Illustrator, InDesign, and After Effects
- * 2D motion
- * Responsive Web Des/Build
- * HTML5
- * CSS3
- * Javascript
- * Screen Printing
- * Illustration

Currently learning:

- * 2D Game Development with Unity
- * Game Design
- * Story Writing
- * Traditional Animation
- * C#

AAS Graphic Design

Seattle Central Creative Academy
June 10 Seattle, Wa