

## 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