



Christopher L Martin

christopherlmartin.com

425.417.8249

christopher@christopherlmartin.com

**Excels in:**

Brand Development

UI/UX Design

Front-End Development

(HTML5, SCSS (CSS), & JS)

Illustration

Photoshop

Illustrator

InDesign

After Effects

Education

**AAS Graphic Design | 2010**

Seattle Central Creative Academy

Experience

**Freelance | June 2010 - Present**

*Graphic Designer, Web Developer*

Develop engaging and innovative digital and print designs for clients in broad range of industries. Highly adept at visual strategy, branding, front-end development, animation, and layout. Demonstrated success working in collaborative environments and providing leadership to design teams to conceptualize and execute effective marketing collateral.

**Love Letter Games | Dec 2016 - Present**

*Art Director, Game & Level Designer, Lead Animator, C# Developer*

Spearheaded strategic brand and voice development, after analyzing market drivers and constraints. Leading and collaborating with a team of 6. Increased productivity by training team member in animation. Develop prototypes to generate user feedback to help inform game and level design.

**Microsoft (Xbox) | Dec 2012 - Mar 2015**

*UI/UX Designer, Visual Designer, Front-End Developer*

Launched and updated the Xbox One Game Console by participating in design discussions leading to faster prototyping of ideas, helping teams make better decisions, moving my team physically closer to the designers, and by listening to our audience feedback and expectations.

**Nordstrom | Feb 2012 - Dec 2012**

*Visual Designer*

Achieved more accurate and cohesive design implementation of online marketing by working more closely with our developers, photographers, and executives.

**ING Direct Investing | Dec 2010 - Feb 2012**

*UI/UX Designer, Visual Designer, Front-End Developer*

Increased customer conversion by collaborating with large team of marketers, executives, and engineers to design, develop, and launch new website.