



James LeMosy

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Objective

To contribute my skills and expertise as a professional, creative web designer in a fun, supportive and knowledgeable team environment.

Education

Fall 1998 – Spring 2002: Earned BFA from Savannah College of Art and Design (SCAD)

Related Experience

- **Operating Systems:** Mac and Windows
- **Software:** Adobe Photoshop, Adobe Illustrator, Coda 2, Cornerstone, Adobe Dreamweaver, Adobe Flash, Microsoft Office
- **Markup & Programming Languages:** HTML5, CSS3, jQuery, JavaScript, PHP
- **Platforms & Services:** Drupal, Wordpress, phpBB, Miva Merchant, MailChimp
- **Information Architecture:** Detailed sitemaps, wireframes and taxonomy
- **Websites:** Light-weight, responsive, cross-browser compatible sites with clean, semantic code
- **Email:** Templates and e-blasts that target the capabilities of widely-used readers and degrade gracefully

WORK HISTORY

Front-End Designer at Alt Studios (Previously known as Innova Ideas and Services)

February 2007 – July 2014: Ames and Des Moines, Iowa

- Worked in a collaborative team environment to consult with clients, determine their needs, and provide expertise into technologies, services and solutions
- Developed detailed sitemaps, wireframes, and taxonomy
- Brainstormed new concepts or worked within client brand guidelines to create and build engaging designs that visually direct the user to easily find desired information
- Provided client training and technical support as needed
- Created unique illustrations – hand-drawn, vector and animated
- Was selected to participate in “Emerging Leaders” training program

Media Director at Big Finish Games

2009 – Present: Ongoing volunteer position for company based in Salt Lake City, Utah

- Design and buildout of official microsite for “Tesla Effect: A Tex Murphy Adventure” game released March 2014 by Big Finish Games
- Coordination and implementation of social media updates across Facebook, Twitter, YouTube and Google+
- Design, buildout and support of current Big Finish Games and Unofficial Tex Murphy websites and community forums
- Integration and relaunch of new Big Finish Games and Tex Murphy websites, forums and user accounts – Scheduled for completion: Mid-2014
- Developed custom online purchase system for digital delivery of “3 Cards to Midnight” game using PayPal API
- Creator and webmaster of Unofficial Tex Murphy online community since 1996

Web and Graphic Designer at Azimuth Artz

August 2004 – March 2006: Dallas, Texas

- Created websites and print work for several Dallas-area businesses
- Instrumental in delivering print work for high-profile local clients on very short notice, often same-day
- Designed promotional materials for events held by Coors Light, Maxim Magazine, and Heineken

Web Designer at Connect Savannah

November 2003 – August 2004: Savannah, Georgia

- Served as sole web designer for local arts and entertainment newspaper
- Completed development of the Connect Savannah website, based on a self-developed prototype
- Oversaw the integration of the paper’s print and web product
- Created websites for several local area businesses