



# James LeMosy

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## Objective

To enrich companies and brands by designing with strategy, creativity, and consistency.

## Education

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

## Related Experience

- **Operating Systems:** Mac and Windows
- **Software:** Adobe Creative Cloud (Photoshop, Illustrator, InDesign, XD, Premiere, After Effects), Coda 2, Fork, Microsoft Office
- **Markup & Programming Languages:** HTML, CSS, Sass, jQuery, JavaScript, PHP, HubL, Twig
- **Platforms & Services:** Drupal, WordPress, phpBB, Git, HubSpot, Pardot, Marketo, Pantheon
- **Methodologies:** BEM, ITCSS, SMACSS, atomic, component-based, progressive enhancement
- **Information Architecture:** Detailed sitemaps, wireframe prototypes and organized taxonomy
- **Websites:** Light-weight and responsive sites built with clean, semantic code
- **Email:** Templates and e-blasts that target the capabilities of widely-used readers and degrade gracefully
- **Print:** Branded marketing materials, custom 3D mailers, tradeshow giveaways and booth graphics
- **Video:** Engaging and informative video demos and testimonials that tell a compelling story

## Graphic and Web Designer at BirdDogHR (now known as Arcoro)

**October 2014 – August 2020:** Urbandale, Iowa

- Spearheaded a full redesign of the BirdDog brand (becoming BirdDogHR) in 2014-15
- Completed the design, buildout and continued maintenance and enhancement of the BirdDogHR website; originally in Drupal 7, later upgraded to Drupal 8
- Developed custom landing pages and email templates for inbound marketing campaigns in HubSpot, Pardot and Marketo
- Designed and produced all physical and digital marketing materials: datasheets, whitepapers, infographics, tradeshow booths, promotional items, etc.
- Created corporate document and presentation templates, sales enablement tools, and employee engagement materials
- Directed and edited testimonial and product overview videos

## 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
- 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 CMS 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 – 2014:** 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+
- 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