

JAKE MAYMAR

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PROFESSIONAL SUMMARY:

Senior Creative with 15+ years of professional experience producing innovative motion graphics & interactive experiences.

For a diverse group of clients including:

American Express, Apple Computer, AT&T, Authoria, Barclays, BC Hydro, Bloomingdales, Borland, Dell, Disney, Docomo, Ford Motor Company, Limited Brands, Motorola, Hewlett-Packard, IBM, Image Comics, Microsoft, Motorola, PayPal, Random House, SAP, Scholastic, Sony, Sun Microsystems, T-mobile, Samsung, Verizon...

EXPERTISE:

- › Interaction Design
- › Animation, Motion graphics
- › Creative Strategy & Execution
- › Information Architecture & Usability

PROFESSIONAL HISTORY:

Maymar Design

Design and Direction

November 2002 – Present

Providing creative leadership and design direction to the following clients:

Authoria, Bloomingdales, Dell, Docomo, Image Comics, Logitech, Motorola, Microsoft, Random House, Scholastic, Verizon...

Naka Media

Founder / Creative Director

October 2005 – January 2009

Managed a team of creatives to develop concepts, scripts, look and feels, and storyboards for web, broadcast, print and mobile projects. Managed a team of programmers to develop wireframes/architecture and technical specs for applications, demos and mobile games. Generate concepts, content, flow charts and storyboards for web, broadcast, print and mobile projects. Design motion graphics projects including user interfaces, animated websites and video.

Frog Design

Senior Motion Graphics Designer

November 1999 – November 2002

Generated concepts, content, flow charts and storyboards for web, broadcast, print and mobile projects. Designed motion graphics projects including user interfaces, animated websites and video.

Match Frame (1080)

Creative Director of New Media

January 1998 – November 1999

Managed a team of creatives to develop concepts, scripts, look and feels, and storyboards for web, broadcast, print and CD ROM. Managed a team of programmers to develop wireframes/architecture and technical specs for demos. Generated concepts, content, flow charts and storyboards for web, broadcast, print and CD ROM. Designed motion graphics projects including animated websites and video.

BEA Innovations

Graphic Designer and Technical Assistant

January 1997 – January 1998

Designed and executed websites and print collateral.

Alchemy Interactive

Graphic Designer

January 1996 – January 1997

Designed and executed interactive CD ROMs.

Inmar Interactive

Graphic Designer

January 1994 – December 1994

Concepted, designed and executed interactive experiences.

EDUCATION:

BFA in Communication Design
from Texas State University (1997)

SKILLS:

- › Art/Creative/Design direction
- › Customer/Client Relations
- › Interactive design
- › Information architecture & usability process
- › Identity development & design
- › Project management
- › Typography
- › Staff Development and mentoring
- › Management and Supervision
- › Strategy and Development
- › Motion Graphics

Solid understanding of front-end and back-end Internet technologies:

Ajax, Action Script, HTML/CSS, JavaScript, JQuery, Flash, CMS, SMS, XML, Video, and SEO Standards

Broadcast knowledge includes editing/compositing, 3d modeling, Quicktime and digital storyboarding.