



www.sironedesign.com

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Sean Walling

Visual Designer

Experienced 15+ year design veteran specializing in marketing design, UI / page design, Illustration, ideation and execution.

Design Tools

- Adobe Creative Suite (Photoshop, Illustrator, Premiere, Dreamweaver, Animate)
- Traditional and Digital Illustration
- 3D modeling with Pixologic's Zbrush 2018, Luxion Keyshot
- Basic HTML / CSS knowledge

Professional Experience

Double Down Interactive Game Marketing Designer II

Seattle, Washington May 2013 – March 2018

- Visual Design over a wide range of Creative assets ranging from static ads to interactive in-game assets.
- Simultaneously designing for both the desktop and mobile game markets.
- Designing and Marketing to a fast paced micro-transaction focused player base.
- Creation of all Marketing assets for a single game launch every two weeks (300+ assets)
- Creation and execution of various in-game promotional events.

My success as a Game Marketing Designer relied on my ability to effectively juggle multiple deadlines while delivering the highest design standards possible.

NCsoft West Senior Visual Designer

Seattle, Washington June 2011 – April 2013

- Visual design of email marketing campaigns
- Visual design of bi-weekly newsletter emails across multiple brands
- UX / UI for website landing pages
- Familiarity with HTML and CSS language

The Senior Visual Designer role involves creation and maintenance of visual elements across 6 major AAA PC game franchises as well as web content, landing page content, and targeted email marketing campaigns.

Awesome Giant Illustrator / Designer

Seattle, Washington June 2010 – June 2015

- Vector illustration of key elements for mobile gaming application

- UX/UI for mobile gaming application
- Create custom logos and UI elements

I am proud to be on the roster of creative hired-guns over at Awesome Giant. I provide my services as an illustrator and designer for websites, graphics, and mobile game apps.

Tag Creative Studio
Visual Designer

Seattle, Washington June 2010 – December 2010

- Create UX/UI and visual mockups for new websites as well as existing ones
- Vector illustration of key elements for mobile gaming applications
- UX/UI for mobile gaming application
- Participate in a complete studio re-brand

In this role I was instrumental in a full client facing re-brand of the studio, including UI/UX design, logo creation, and printed business collateral, I also co-designed a children's mobile game app targeted towards kids ages 6-10.

Amazon.com
Retail Graphics Designer / Intern

Seattle, Washington March 2010 – June 2010

- Create website content ads across 40 Amazon.com retail stores
- Strict adherence to established style guides for each individual store / brand

The position required a very finely trained eye for detail, expert use of Adobe Photoshop, and excellent communication skills.

Muze, Inc.
Image Retouching Specialist

Seattle, Washington October 2004 – February 2008

- Scanning, cropping, resizing, and manipulating images in a fast-paced, professional manner.
- Knowledge of various image formats and their implications in a web-authoring environment.

I was responsible for managing photo CD cover images for client websites and streamlined the methods and procedures used to facilitate efficient output. This position required meticulous attention to detail and an in-depth knowledge of Adobe Photoshop.

Mervin Manufacturing / Libtech Skateboards
Production Art Department Manager

Seattle, Washington May 2002- October 2004

- Manage a production art department (Coordinating a team of 5)
- Make certain all materials were sourced according to schedule

I manage all aspects of the department i.e. sourcing materials, managing a production schedule and staffing schedule. I made sure that all asset preparation was complete and ready for production (approximately 200-300 skateboards a day).

Education

SCCC Web Design Program Graduate 2010

SCCC Game Design Program Graduate 2008

JM Perry Technical Institute Graphic Communications Program Graduate 1992