

James Lee

Graphic Designer

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I am a quick-thinking and seasoned graphic designer with 12 years experience in various industries, working at a frenetic, almost unstoppable pace. Color theory, composition, and typography are my tools to execute effective design solutions. I consistently meet crucial deadlines, keeping in mind the importance of quality design. I am confident in taking a project from concept to finished product, and able to complete projects within a short turn-around time.

EXPERIENCE

Senior Designer, VCG Kestrel, Manhattan Beach, CA | Feb 2014–Feb 2015

Design look and feel of retail campaigns, collateral, direct mail, branding, identity, POS/POP signage, and environmental for Agency client Fresh&Easy.

Designer, Belkin Inc., Playa Vista, CA | May 2013–Aug 2013

Design packaging, collateral, catalog ads, tradeshow materials, POP/POS materials, concept for print advertising and other marketing related projects. Promoted consistent implementation of the Belkin branding standards and related messaging in all projects.

Graphic Designer, Sony Network Entertainment Inc. (SNEI), Los Angeles, CA | Oct 2009–May 2012

Design graphics and provide visual support for the Playstation Network Store and the Sony Entertainment Network's Video and Music Unlimited services, through the design and production of banner ads, thumbnails, store takeovers, themes, marketing campaign promotions, and tradeshow/convention visuals.

Senior Graphic Designer, TOKYOPOP Inc., Los Angeles, CA | May 2007–Dec 2008

Work in unison with the creative director, and marketing department to provide creative and effective solutions for a diverse range of graphic novel properties. Manage development and art direction of over 47 recurring monthly titles. Provide brand management on a company-wide scale, staff new talent and directly supervise five full-time designers and Production department. Provide creative direction on developing brand identities.

Graphic Designer, TOKYOPOP Inc., Los Angeles, CA | Dec 2002–May 2007

Develop schedules for the creation and delivery of design material and adhere to production schedules set for varied marketing programs and products. Design, and prep for print, all product packaging and marketing support materials including print and online advertising and trade show graphics.

Publishing Intern, TOKYOPOP Inc., Los Angeles, CA | Sep 2002–Dec 2002

Assist Publishing department in production of graphic novels.

EDUCATION

Brooks College
Long Beach, CA
AS | Multimedia Design
2002

University of California,
San Diego
La Jolla, CA
BA | Communication
2000

SKILLS

- Adobe Creative Suite: Photoshop, Illustrator, Indesign, Acrobat and familiarity in Flash and Dreamweaver.
- Quark: QuarkXPress.
- Microsoft: Word, Powerpoint, and Excel.

References available upon request.