

Vickie Wasser

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SKILLS & EXPERTISE

UX Design/Interaction Design/Visual Design/Web Design/Graphic Design/Production Design

Create conceptual designs, console experiences, banner design, identity, layout design, brand collateral, redlining and wireframes. Provide web maintenance, optimization of graphics and image-editing. Communicate status updates for ongoing projects. Coordinate with teams to meet client expectations in fast-paced, deadline driven environments. Proficient in visual interaction design and web design using industry standard tools including: Photoshop, Illustrator, After Effects, Dreamweaver, XHTML, HTML, CSS, SharePoint and MS Office.

EMPLOYMENT

2004-Current	Vivid digital creations	<i>UX Design, Interaction Design, Visual Design, Logo Design, Animation, Front-end Development</i>
2015-2016	Xbox Advertising - AOL	<i>Interactive Designer</i>
2014-2015	Xbox Advertising - Yoh	<i>Interactive Visual Designer</i>
2013-2014	Amazon Kindle - Aquent	<i>Visual Designer</i>
2013-2013	Xbox - Aquent	<i>Interaction/Visual Designer</i>
2011-2013	Microsoft Store - Murphy & Assoc.	<i>UX Designer</i>
2010-2011	Microsoft Store -FILTER, LLC	<i>Web Production Designer</i>

EXPERIENCE

2014-2016

Xbox Advertising

Interactive UX Designer incorporating assets from Advertisers as well as creating new artwork into custom designed microsites displayed on the Xbox platform (National & International) while managing multiple rounds of mocks to get approved creative. Offering consulting and providing feedback on client calls regarding designs for the Xbox platform as well as developing original concepts and designs within the UX best practices. Coordinating with Client Services to create visuals to be used in pitch materials and developing prototype creative to demonstrate potential future products.

2013-2014

Amazon Kindle

www.amazon.com

Visual Designer for display advertisement on Amazon.com storefronts and associate websites. Create beautiful photo compositions of Kindle devices, content and lifestyle photography. Conceptualize and present creative directions for on-site/off-site advertising and merchandising.

2013-2013

Xbox

www.xbox.com

Interaction Designer for design brainstorming, refine UI pattern libraries. Produced user scenarios, process flows, information architecture diagrams, wireframes, and other artifacts required to develop user experience designs.

2011-2013

Microsoft Store

www.store.microsoft.com

UX Designer for design composition, online banners, image editing, optimize graphics using Photoshop CS5 and some Flash CS5 animation. Manage overall design workflow of US production. Coordinate with content, merchandising team, Project Managers and web development team.

2010-2011

Production Designer for online banners, image editing, optimize graphics using mainly Photoshop CS4. Manage overall design workflow of US and worldwide production. Coordinate with production team, content, merchandising team and localization PMs.

EDUCATION

School of Visual Concepts, HTML, XHTML, CSS, Flash Actionscript Intro, Seattle 2008/2009

Bellevue Community College, Certificate in Dreamweaver, Bellevue 2004

Perry Technical Institute, Certificate in Graphic Design, Yakima 2002-2003