

Philip Williamson

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Designer/Project Manager

Portfolio: www.PhilipWilliamson.com

Expertise

Software: Photoshop, InDesign, Illustrator, 3D Studio Max, AfterEffects, DreamWeaver.
Experience with UX, photography, illustration, and typography.
Able to manage multiple projects independently.
Communicates well with artists, management, programmers and clients.

Experience

Lead Designer, Project Manager; Gearbox Studios 2007 – Present

Manage multiple overlapping projects, web and print designer.

- Web designer with CSS and HTML expertise.
- Print designer, catalog layout, branding. 3D assets for video.
- Sales and trade show team.
- Client training in CMS website management.

Marketing director, Shopkeeper; Dustpan Alley 2005 – 2007

Co-owner of urban homesteading store.

- Design and marketing; graphic identity, website, packaging, ads, illustration.

Art Director; LifeLike Productions 1998 – 2005

UI and UX design for game console demo discs for Sony (PlayStation2, PSP), IGN, Eidos, Namco, Nickelodeon.

- Art director, lead artist managing projects with 3 artists and 3 programmers
- Designed 3D and sprite-based interfaces for Playstation, Xbox and PC
- Concept art and motion comps for client pitches and game demos.
- LifeLike's graphic identity: logo, print pieces and tradeshow materials.

Personal Projects

I like to make things, and I like to communicate; "Making" and "Communicating" often overlap.

- Personal websites about bicycle tinkering, my town, and my dog
- Painting and assemblage sculpture
- Apparel graphics and printing
- Illustrations and articles for bicycle magazines.

Education

Ongoing classes and seminars in cartooning, painting, web design, and information design.

BA Studio Arts – University of California, Santa Cruz

AA Art; AA Behavioral Science – College of Marin