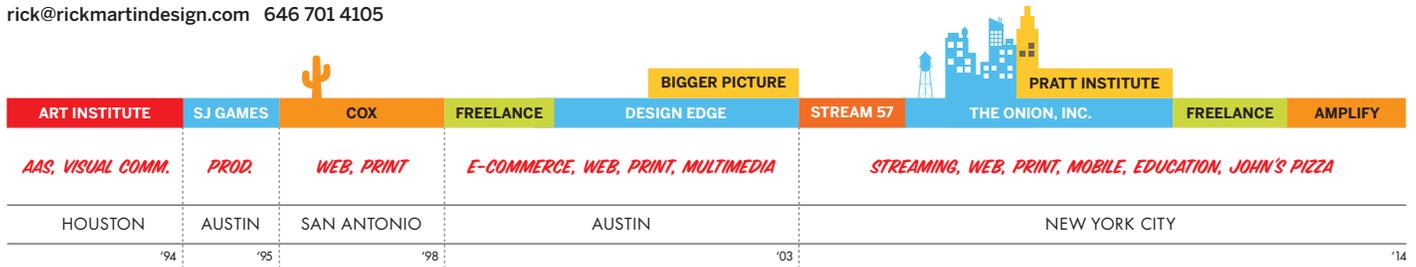


RICK MARTIN DESIGN & CREATIVE SERVICES

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NEARLY A DECADE OF RECENT WORK

<h3>Amplify</h3> <p>BROOKLYN, NY Art Director - 2 years (07.12 - present)</p> <p>Amplify Learning develops digital content for Science, Math, and ELA curriculums and implements the delivery systems to distribute them within school districts. I joined Amplify in 2012 to continue contributing my design experience to the educational field and for the chance to use lots of different corollary skill sets from illustration to copywriting to voice acting. It's exciting to be a part of the future of education.</p> <ul style="list-style-type: none"> ▶ Contribute UI, Lean UX, and visual design solutions to a variety of education-based applications, simulations, and websites. Recruit, review, and manage staff. ▶ Collaborate between multiple departments including development, curriculum writers, marketing, and stakeholders. ▶ Work directly with the Lawrence Hall of Science to produce and distribute paper field trials of digital content for testing. 	<h3>the ONION</h3> <p>NEW YORK, NY Art Director - 6 years (06.05 - 06.11)</p> <p>The Onion was looking for a freelancer to work on a single issue. I managed to convince them that my services could contribute in a pretty important way to both their satire and business goals. They agreed and I came on board full-time in 2005. It was an exciting time to be at The Onion – every medium was in play. There were books, newsprint, websites, videos, apps, and a constant stream of editorial and sales initiatives.</p> <ul style="list-style-type: none"> ▶ Provided print, web, and mobile solutions for national-based entertainment publications <i>The Onion & The A.V. Club</i>. ▶ Assembled a multi-city team of designers and developers to collaborate with editorial, sales, and business departments. ▶ During my tenure the print market doubled, the online audience increased yearly, and store profits rose consistently. Also: six consecutive Webbys! 	<h3>Pratt</h3> <p>BROOKLYN, NY Visiting Instructor - 3 years (09.08 - 09.11)</p> <p>The goal in teaching Design Procedures 1 & 2 was to familiarize students with the role that design applications will play in their career. My intent was to demonstrate how to use those tools to realize their ideas, while stressing the importance of production values that will allow what they create to be produced into something tangible (i.e. the printer or developer won't have to call and tell you you're doing it wrong).</p> <ul style="list-style-type: none"> ▶ Assigned and reviewed a range of print, web, and mobile assignments. ▶ Recruited compelling, engaging guest speakers including the editorial design staff of The Onion who took headshots of the students for inclusion in future <i>Onion</i> articles. ▶ Conveyed a sense of fun and enthusiasm while extolling the virtues of collaboration, communication, an openness to criticism, and respect for the people with whom you work.
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...AND THE DECADE BEFORE THAT

- STREAM 57 - NY, NY | Senior Designer - 1 year (06.04 - 06.05)**
Provided design services for a conference streaming media company. Projects included design and U/X for live streaming corporate presentations and promotions for diverse national clients like Serino-Coyne, Merck, and Diageo.
- BIGGER PICTURE - AUSTIN, TX | Design Director- 2 years (04.02 - 06.04)**
Assisted in the development of a cause marketing firm that provided design and project management services to clients like United Way and Family Crisis Center.
- DESIGN EDGE - AUSTIN, TX | Senior Designer - 4 years (08.99 - 01.03)**
Helped develop a graphic design department for a national industrial design firm. Provided web, print, and multimedia solutions for a variety of clients from local (Chuy's, The Continental Club) to international (Compaq, Dell, AMD).
- COX INTERACTIVE MEDIA - SAN ANTONIO, TX | Designer - 3 years (10.95 - 12.98)**
Developed print, web, and promotional materials for three San Antonio radio stations.
- STEVE JACKSON GAMES - AUSTIN, TX | Production - 1 year (10.94 - 10.95)**
Colorist for the collectible card game *Illuminati: New World Order*. Other projects included book and magazine production, package design, illustrations, and newsletters.

