

Richard Belotte

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### Career objective

- Graphic artist and designer with over twenty years of experience, seeking a challenging position to utilise my skill set for graphic design, UI / UX, and production, as well as my love for technology.

### Technical Skills

- Web Development and Design: UI/UX design, Wire Framing, HTML 5, CSS 3, GitHub, Grunt.JS, NPM, Sketch, Balsamiq, working knowledge of Java-Script, Flash, Actions Script 2 and 3, Dynamic streaming media for Flash
- Graphic Design: Traditional illustration , Affinity Designer, Illustrator, Photoshop, InDesign
- Misc: Audacity, Audio Editing, After Effects, Premier, Video Editing

### Relevant Work History

**Tikforce**, Perth, W.A., Australia

Sr. Lead UI / UX Designer and managing art director: 2017

- Concepted and designed new interface for enterprise platform
- Developing user personas and user flows
- Created site wireframes
- Complete redesign of the corporate website
- Content creation
- Oversaw the look and feel of other public facing materials
- General guide and mentoring on projects

**Fleet Engineering / Spatula**, Perth, W.A., Australia

Sr. Lead UI / UX Designer: 2016

- Feature conception
- Complete UI / UX conception for both web and mobile app
- User flows and wire-framing for both web and mobile app
- Design and creation graphic elements for both web and mobile app

- General guide and mentor for this project

**Solano Labs**, San Francisco, CA.

Sr. Lead UI / UX Designer: 2014 - 2015

- Researching and implementing new concepts and designing new interfaces
- Wire framing and prototyping new application flows and page layouts for both, the website and the application
- Researching and presenting information on transitioning to a mobile ready platform

**Marketron**, San Francisco, CA.

Sr. Lead UI / UX Designer: 2013 – 2014

- Conception, Design, re-designing and and wire-framing layout and coding of both UX and UI elements for development and production
- Managing implementation for engineers
- Conception, designing, and production of full ICON sets.

**Pinc Solutions**, Alameda, CA.

Sr. Lead UI / UX Designer: 2012 – 2013

- Conception, Design, re-designing and and wire-framing layout and coding of both UX and UI elements for development and production
- Managing implementation for engineers
- On location research
- Conception, designing, and production of full ICON sets.
- Research and implementation of frameworks

**Symantec**, Mountain View, CA.

Sr. Designer: 2010 – 2012

- Conception, Design and wire-framing layout of both UX and UI elements for development and production for desktop and mobile web
- Research and suggest analytical systems
- Prep and optimise corporate materials for print and video
- Research and suggest video deliver and compression systems

- Research usability and web compliance issues
- Research, concept, and icon sets for mobile

**RockYou**, Red Wood City, CA.

Sr. UI designer: 2010

- Design and skin user interface for upcoming games
- Optimise flash files as well as design and create graphic assets, all for use in games

**Electronic Arts**, Redwood City, CA.

Sr. Interactive / Web Designer: 2010

- Maintained and update flash-based games
- Designed and created flash and static banner campaigns

**AeriaGames.com**, Santa Clara, CA.

Sr. Interactive Designer / Web Designer: 2008 - 2010

- Designed and created master flash files using timeline and AS
- Designed and created both dynamic and static content for the game home pages, landing pages, micro sites, etc.
- Designed and prepped print pieces kiosk topper for use coast to coast in the largest national chain dedicated specifically to video games in the U.S.
- Designed and prepped for print 2 page spread for inclusion in Beckett Massive Online Gamer Magazine
- Designed and coded email campaigns templates as well as maintain HTML libraries
- Designed and created flash and static banner campaigns
- Designed and created MySpace, YouTube and Twitter skins for game communities
- Created the most popular CA.r texture map for our racing game
- Researched and implemented new designs and technology for various projects as needed

**Sanrio.com**, South San Francisco, CA.

SR. Interactive / Web Designer: 2007 - 2008

- Designed and created both dynamic and static content for the home page
- Pulled, prepared and photographed products for the online store
- Designed and created downloadable content for general site
- Consulted on several upcoming projects

**LSF Network**, South San Francisco, CA.

Interactive Graphic Designer: 2007-2007

- Rapid production turnaround in creation and up keep of graphic assets
- Created and managed asset library and archive
- Designed pages and UI
- Coded HTML and CSS

**Sacramento Bee**, Sacramento, CA.

Designer / Production Artist: 2006-2007

- Designed and created layouts and graphics for banner ad campaigns
- Prepared and optimised graphics for web deployment

**Epylon**, San Francisco, CA.

Designer / Director / Artist: 2000-2001

- Designed and created layouts and graphics for the web and print
- Wrote the style guide for the site including logo usage
- Redesigned the site with UI; liaised effectively with outside agencies

**eBay**, San Jose, CA.

Graphic Designer / Artist: 1998-2000

- Involved in the design and creation of layouts / graphics – both print and

web

- Designed and prepped their most popular giveaway items

**Adobe**, San Jose, CA.

Graphic Designer / Production Artist: 1998

- Assisted the team in the design and production of a specific kiosk project for Kodak

**The Learning Company**, San Jose, CA.

Computer Artist: 1996-1998

- Lead artist for localization
- Produced graphics for several releases, including ink and paint, and animation engine

Freelance Projects in chronological order

**Verizon**, San Francisco, CA.

UI Designer : 2010

- Researched, designed and wire framed both a web app and mobile app

**Doug Chase, Santa Rosa Dental**, Santa Rosa, CA.

Designer / Coder: 2008- 2010

- Created site map and wire frames and all design concepts
- Creating all assets including Flash, static graphics, HTML, and CSS
- Incorporating other media as needed (blogs, video, audio, etc)

**OnLive**, Cupertino, CA.

Production Designer / Action Scripter: 2008- 2009

- Translating design comps into Flash based product (both timeline and action script)
- Incorporating dynamically streaming video

**Cisco Systems / Envision Media, Santa Cruz, CA.**

Production Designer / Action Scriptor: 2008- 2009

- Translating design comps into Flash based product (both timeline and action script)
- Incorporating dynamically streaming video

**Asian Health Services, Oakland, CA.**

Designer / Coder: 2008- 2009

- Created site map and wire frames and all design concepts
- Incorporating other media as needed (blogs, video, audio, etc)
- Creating assets including static graphics and HTML / CSS

**Education**

Bachelor of Science Degree - Graphic Design with an emphasis on illustration, San Jose State University, CA. 1995

- Participant in the CA.DRE program

Associate Arts Degree - Fine Arts and Reprographics, Fresno City College, CA. 1989

- Made the Dean's list for two semesters

**Career Highlights**

- Managed to make a 1 month dead line in less than 24 hours, making a rush job ship on time
- I was ranked above the average designer in HTML, PhotoShop, InDesign and 92% in Flash (a full 21% above most designers) for San Francisco by The Creative Group
- Tested on Photoshop by Select2Perform and received a 95%, Proficiency Level: Advanced" and "the candidate... will be capable of mentoring others on most projects in this area."
- Certified Macintosh and Adobe Photoshop Power User by Brainbench.

- BeCA.use of my efficiency I as asked to teach my production systems to other artist
- Recipient of the Art Scholar's Award for the state of California