Dawn Hill

SENIOR ART DIRECTOR UX/UI

Kirkland, Washington

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Accomplished Art Director with 22+ years of hands-on design and design process management experience that includes concept-to-completion project and promotional campaign oversight for some of the world's most iconic brands. A strategic thinker who understands the Big-picture with proven ability to analyze client needs, audience expectations, and project design requirements and craft strategies and solutions that engage the target, extend the brand and shatter revenue goals. Comprehensive knowledge of traditional/new media and current/emerging digital design technology, and demonstrated commitment to the continuous expansion of that knowledge. Highly effective project lead with exceptional communication and presentation skills known for the on-time/within-budget delivery of concurrent high-priority projects.

UX Design • Brand Design • Logo Design • Graphic Design • Illustration • Motion Graphics • Photography • Workflow Management • Team Leadership • Client & Vendor Relations

Experience

Senior Design Manager - UX/UI

Redmond, Washington
Oct 2016 - Present

Microsoft Store

Overseeing and designing projects from concept to completion by leading brainstorms across teams and working through to the final visual design while working closely with stakeholders across Microsoft to create elevated user experiences.

• Concepted, designed, and executed editorial layouts for Microsoft Creators. Partnering with the Marketing stakeholder and working closely with the Brand team to create a space for these incredible stories to land successfully for Microsoft Store.

Senior Art Director

Disney Stores

Pasadena, California
Mar 2013 - Sep 2016

Overseeing the Omni-Channel Design approach to Disney Store Seasonal Marketing strategies emcompassing everything from the photo and video shoots to the email marketing and ecommerce site. Oversee and lead the development of UX and UI support for the Disney Store team and projects.

• Responsible for Photography, Video, Ecommerce Marketing, Seasonal camaign look-and-feel Omni-Channel for Holiday, Halloween, Spring, Summer, Back to School and all other Marketing campaigns messaged throughout the year including creating strong photography statements for the Princess re-branding. Oversee a team of 7 designers and an Manager of Digital Design.

Art Director

Tuesday Creative

North Hollywood, CA
May 2010 - Aug 2012

Art Director of a design team responsible for the development and timely execution of 15 plus projects (websites, mobile apps, games, online marketing) and 5 new business pitch projects per month for such clients as NBCU Universal, Disney, and DIRECTV.

Associate Art Director

Disney Interactive Media Group

North Hollywood, CA
Oct 2006 - Aug 2010

Lead Designer with the Disney Online Studios Franchise Team, and Associate Art Director, Disney Online Studios Connected Games Team. Provided hands-on design and illustration work while effectively managing diverse teams and 5 designers and external vendors, an average of 30 plus large projects per year, and three to four 3rd party vendors. Highlights:

• Part of award-winning teams that designed Disney Channel Games website (2008 EMMY AWARD) Hannah Montana Memory Book website (2008 REGGY AWARD), and Disney Extreme Digital website (2008 WEBBY AWARD).

• Part of a team that created over 40 high quality engaging casual games in an extremely fast turn around every quarter for Disney.com.

Designer

Warner Bros. Online

Glendale, California
May 1999 - Jan 2006

As part of 15 member digital design team for Warner Bros. Entertainment's online division, developed and executed exceptionally high volume of website, online game and digital promotion (e-newsletters, sweepstakes, printable posters, press kits, etc.) projects for such iconic WB film and animated properties as Harry Potter, Oceans Eleven, Happy Feet, Looney Tunes, and Scooby-Doo.

• Part of a team that created highly polished theatrical website design pitches on tight deadlines of one to two day turn arounds.

Designer

Creative Computers

Torrance, CA
1996 - May 1999

Lead designer on all websites and online advertising.

Education

1 year

Detroit, MI
1990 - 1992

Center for Creative Studies

Bachelor of Fine Arts Degree Course work, Graphic Design
1 year of Graphic Design study with an interest in Fine Arts.

Art Center

Pasadena, CA
- Present

Several years of continuing education course work to remain current with emerging digital/web design technology and techniques.

Teacher for Saturday High classes in Pasadena.

Skills

Senior UX and visual Art Director

UX Design, Brand Design, Logo Design, Graphic Design, Motion

Adobe Creative Suite (Photoshop, Illustrator, AfterEffects, Soundbooth and others), Understanding of HTML, CSS, Set up and best practices working with engineers.

• Brand Identity & Marketing Concept Development
• User Interface/User Experience (UI/UX) Design & Development
• Brand Design • Logo Design • Graphic Design • Motion Graphics • Photography • Workflow Management • Team Leadership • Client & Vendor Relations

Awards

Part of the award winning teams for...

Emmy - Disney Channel Games website
Reggy - Hannah Montana Memory Book website
Webby - Disney Extreme Digital website
Emmy Nominated - PBS Lunch Lab website

Portfolio

Dawn Hill

Portfolio
http://www.krop.com/dawnhill/

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