

RQM

RANDALL MONTANARI | VISUAL DESIGNER
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Over 10 years of visual design experience for high level corporate brands.

Experience in promotional branding, user acquisition marketing design, product design, user interface design, logo design. Strong commitment to efficient high level design. Unlimited creativity.

My objective as a designer: provide a professional creative solution that surpasses the client's expectations. My goal is to work with talented professionals in a creative environment. I am seeking a position that expands my knowledge and skills as a Visual Designer.

AGS Interactive Apr 15–Present

Job Title: Senior Marketing Designer

Marketing Design/Product Design:

Recreation of slot machine assets for mobile, promotional branding, user acquisition ad design, screenshot design, spritesheet creation. Designed in-game promotional art style for Lucky Play Casinos.

Editorial/Graphic Design (CBS Interactive)

Worked with Associate Producers ensured proper design standards were being met; locally and internationally.

DeNa Jan 15–Apr 15

Job Title: Graphic Designer (Contract)

Marketing Design:

User acquisition banner ad design for Mobile Games. (Blood Brothers 2, Transformers Battle Tactics)

Main point of contact for top slot production (main page rotational images) and interchange of daily promotional units.

Social Media Sites:

Created marketing designs promoting GameSpot content, live streams, for social media sites. (Twitter, Ustream, Livestream)

Credit Karma Aug 14–Oct 14

Job Title: Visual/UI Designer (Contract)

UI Design:

Created on brand, visual, and user interface design, for multiple C.K. projects.

Logo Design:

Created logos for Sound Byte: a video game audio blog.

Behind the Games, a behind the scenes look of the video game industry. Nuke.com, a community orientated gaming website it later became Fuse.

Gree International May 12–Feb 14

Job Title: Web/Visual Designer

Marketing Design:

User acquisition banner ad design for Mobile Games. (Kingdom Age, Modern War, Crime City, MLB Full Deck, Book of Ashes, War of Nations)

App Store Screenshot Design:

Concept creation and design for various App Store - Apple Screenshots. (Kingdom Age, MLB Full Deck, Book of Ashes, Jackpot Slots)

Social Media Design:

Designed Social Media Pages for MLB Full Deck, Book of Ashes (Twitter, Facebook)

CNET Networks June 05–May 08

Job Title: Product Designer

(Gamespot.com, MP3.com, TV.com)

Editorial/Graphic Design (CNET Networks)

Created designs and layouts for various music festival and event pages featured on MP3.com (SXSW, Treasure Island Music Festival, CMJ Music Marathon & Film Festival, MTV Video Music Awards)

Netopia, Inc.

July 04–Nov 04

Job Title: Website Designer

Created two to three websites a day for small business clients provided by SBC.

Freelance Work

July 03–Nov 03

Job Title: Website Designer

Latino Film Festival

Worked with Festival Director to create the official website for the Latino Film Festival.

CBS Interactive May 08–Mar 12

Job Title: Product Designer (GameSpot.com)

Event Page Design:

For tradeshow web pages; including live video streams, reviews, and news. (Consumer Electronics Show, Game Developers Conference, Tokyo Game Show, PAX, D.I.C.E) Produced all promotional units, watermarks, editorial promotional imagery, emblems.

Feature Design:

Brought ideas and concepts to life on feature page designs for editorial articles.

Education:

Academy of Art University.
Bachelor of Fine Arts Degree
in Computer Arts, with
an emphasis in New Media.

