



## RANDALL MONTANARI | VISUAL DESIGNER

Over 8 years of visual design experience for high level corporate brands.

415.261.8294 | www.rqm.us | rqmvisualdesigner@gmail.com

Strong commitment to maintaining the highest level of product quality. User acquisition marketing design for mobile games. In depth knowledge of day to day website production; including, banners, landing pages, emails, featured product marketing promotions, logo design, and third party sponsored promotions.

It is my objective as a designer to provide a professional creative solution that always exceeds the client's expectations. My goal is to work in a creative environment with qualified industry professionals. I am seeking a position that expands and utilizes my knowledge and skills as a visual designer.

- **Education:**  
Academy of Art University.  
Bachelor of Fine Arts Degree  
in Computer Arts, with  
an emphasis in New Media.
- **Design Skills:**  
Web Design, UI, UX,  
Graphic Design,  
Brand Identity
- **Computer Skills:**  
Adobe Photoshop  
Illustrator, InDesign,  
Dreamweaver, Flash,  
Mac/PC



DeNa Jan15–Present

Job Title: Graphic Designer (Contract)

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

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.

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)

CBS Interactive May 08–Mar 12

Job Title: Product Designer  
(GameSpot.com)

**Event Pages:**  
Designed tradeshow web pages to engage users  
with 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, and  
ESPs, for each individual tradeshow.

**Feature Design:**  
Brought ideas and concepts to life on feature page  
designs for editorial articles.

**Editorial/Graphic Design (CBS Interactive)**  
Worked with Associate Producers, and  
Designers, to ensure proper design standards  
were being met; locally and internationally.

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 and live streams, for social media sites.  
(Twitter, Ustream, Livestream)

**Logo Design:**  
Created logos for Sound Byte:  
a video game audio blog. Behind the Games,  
a show that goes behind the scenes of the video

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)

Used artist assets, game assets, and TV show  
assets, to create unique individual page hubs for  
each artist page, game page, or show page.

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.