

DREW PORTER

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GRAPHIC DESIGN EXPERIENCE

UI Screen Artist / Associate Studio Manager / Production Designer

Apple ▪ Cupertino, CA

August 2011 – Present

Almost five years of working on-site at Apple with the vendor Schawk. Performing the following roles:

UI Screen Artist ▪ Content Production Studio ▪ February 2015 – Present

Use of Photoshop to create pixel perfect reproductions of software screen grabs and icons (UI/UX).

Screens built by the Studio cover the full range of Apple OS and iOS titles including iTunes and are

deployed cross functionally to interactive, print, and video teams.

Associate Studio Manager ▪ Channel Studio ▪ March 2014 – February 2015

Managed a team of 15 production artists and designers working on print and web layouts for Apple Channel partners (carriers and retailers). Required strong interpersonal and project management skills to work with content, creative, editorial, GEO partner, management, print production, producer, and traffic teams. Spearheaded the production and workflow of interactive deliverables (emails, comparison signs, product pages, and web banners). Part of a cross-discipline collaborative team tasked with creating and improving a job tracking system. Trained new team members on Channel process and procedures.

Production Designer ▪ Channel Studio ▪ August 2011 – March 2014

Implemented a variety of print and web layouts. Collaborated with GEO partners on the localization of both text and hardware assets. Volunteered to conduct user studies and software testing of a Marcom asset management system. The user studies consisted of one-on-one workflow sessions with Apple's Creative Design Group.

Print & Web Graphic Designer

Elevation Zero ▪ Santa Cruz, CA

December 2006 – August 2011

Worked as a freelance graphic designer for clients in the advertising, automotive, medical, solar, and technology fields. Projects included advertisements in national magazines, corporate marketing collateral, email marketing, tradeshow graphics, video, and website development.

Print & Web Communications Specialist

California State University, Monterey Bay ▪ Seaside, CA

October 2001 – December 2006

Responsible for designing and laying out a wide array of marketing pieces, including advertisements, brochures, catalogs (250+ pages), course schedules, factsheets, newsletters, and presentations.

Collaborated on the design, development, and management of the university's main website and several department websites using a CMS system. Worked directly with administrators and faculty members from various university departments on developing and maintaining their websites.

Web Designer

Greyzone, Inc. ▪ Capitola, CA

June 2000 – October 2001

Worked on user interface and web design; converting HTML based sites to PHP and MySQL database driven sites; updating content with database tools; and managing websites.

Print & Web Graphic Designer

Aquent (formerly MacTemps) ▪ Santa Clara, CA

January 1998 – June 2000

Completed a wide range of assignments throughout Silicon Valley for this graphics contract agency. Provided the opportunity to hone creative, technical, and project management skills within different corporate environments.

EDUCATION

Springboard Web Training Program

Aquent ▪ Boston, MA

January 2000

Selected from a national pool of talent to attend an intensive technical and professional web training program. Upon completion of training went on assignments at a variety of web firms in Silicon Valley.

Digital Media Program

Cabrillo College ▪ Aptos, CA

1997

B.A. in International Relations / Minor: Communications

San Francisco State University ▪ San Francisco, CA

1994

TECHNICAL SKILLS

Heavy use of the following: Photoshop; Illustrator; InDesign; Acrobat; Bridge; Dreamweaver, HTML, CSS, and Javascript; content management systems; email marketing systems; job tracking databases; asset management systems.