

Lucas K. Miller

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Interactive Designer

Combines nine years professional experience in interactive design, and a lifetime of refining core visual and observational skills as an artist. Excels at bringing a creative, rational approach and a strong work ethic to any design problem. Possesses the artistic, collaborative, and technical skills to see a project from conception to completion.

Professional Skills

- Software: Photoshop, Dreamweaver, Illustrator, Flash, InDesign
- Web Development: Flash, HTML, CSS
- WhatCounts and Salesforce CRM systems

Professional Experience

Publicis in the West, Seattle, WA

2008–2009

Interactive Designer

Interactive designer primarily responsible for designing and producing merchandising advertising for T-Mobile.com and related sites.

- Designed and produced ad-tiles, landing pages, micro-site designs, and illustrations for T-Mobile.com, T-MobileNBA.com, Sidekick.com, T-MobileG1.com, T-MobileMyTouch.com, and MyT-Mobile.com.
- Represented Publicis in merchandising pitch meetings at T-Mobile - effectively communicated the vision of creative directors, writing staff, and my own designs ideas.
- Developed a strong reputation for being easy to work with and delivering quality work consistently on deadline. (References available upon request)

The Creative Group, Seattle, WA

2007–2008

Interactive Designer, E-Newsletter Designer/Coder

Designer and coder responsible for designing and building online promotional material for various Microsoft and Xbox related products.

- Contributed to the re-design and personally handled production of the Xbox 360 and Games for Windows email newsletters.
- Became rapidly familiar with Microsoft brand standards for the design and production of online advertising for a wide array of Microsoft products.

Wyndham Vacation Ownership, Redmond, WA

2006–2007

Web Marketing Specialist

Designer for a seven-person team building and maintaining websites for multiple brands, representing both private (worldmarkbywyndham.com) and non-profit (worldmarktheclub.com) divisions.

- Increased readership and deliverability of multiple regional email advertising campaigns, building templates using HTML and limited CSS optimized for all major email clients.
- Maintained content on multiple brand websites ensuring owners were up to date on new deals and product inventory.
- Published monthly WorldMark Insider e-newsletter to over 250,000 owners, directing owners to available inventory and increasing upgrade sales.

MILA, Seattle, WA 2005–2006

Graphic Designer

Designer responsible for maintaining multiple websites, publishing both internal and external e-newsletters, and designing print collateral for industry trade-shows.

- Increased visibility of products and services by designing, building, and distributing email advertising using WhatCounts e-communication system.
- Expanded readership of 2006 Clarion Award winning e-newsletter with a broad redesign, and reliable monthly distribution, consistently meeting strict deadlines.

The Creative Group [Robert Half International], Seattle, WA 2004–2005

Production Artist

Production Artist for industry leading outdoor recreational equipment retailer.

- Adhered to established corporate identity and art direction updating seasonal catalogs and tech manuals, always committing the time needed to meet strict production deadlines.

McCauley Sound, Puyallup, WA 2003–2004

Graphic Designer

Designed print and web based marketing material for a leading manufacturer of professional loudspeaker systems.

- Contributed as a lead designer to the launch of mccauleysound.com, widely recognized as one of the most dynamic sites in the pro audio industry.
- Developed logos and custom illustrations for new products and services.
- Designed print collateral for high-end loudspeaker systems to a knowledgeable and professional user base.

AIST [Animated Image Systems Technology], Bellingham, WA 2000–2002

Graphic Designer

Lead designer responsible for print collateral, magazine advertising, and web design for a digital video editing software company,

- Conceptualized and designed retail packaging resulting in immediate increased sales at major software retailers across North America.
- Redesigned North American corporate website, integrating the look and feel of the German parent company's web space, but improving usability and compatibility across multiple browsers.

Western Front [WWU Newspaper], Bellingham, WA 2000

Editorial Cartoonist

Penciled and inked weekly political cartoons, often related to weekly editorial articles.

Education

Bachelors Degree, Department of Art 1996-2000
Graphic Design and Illustration Concentration
Western Washington University, Bellingham Washington