



GRANT ANDERSON

# VISUAL DESIGNER

## WORK EXPERIENCE ●●●

### SALESFORCE.COM

(09/08/08 – PRESENT)

VISUAL DESIGNER

As a Visual Designer for Salesforce.com, I create graphics, screens, and layouts that reflect and extend the established style guide. I work closely with User Interface Designers, Product Managers, Developers, and Usability Analysts to translate creative directions and discussions into leading on-demand application design and layout, as well as create and maintain a consistent look-and-feel of the application.

### NOBLE STUDIOS

(03/15/07 - 08/30/08)

SENIOR GRAPHIC DESIGNER/LEAD DEVELOPER

Lead Developer for Noble Studios, responsible for the majority of graphic creation and implementation in all projects, including: Website Design, Website Coding (semantic CSS and XHTML), Print & Marketing Collateral, Branding, Product Design, and application/interactive development. Since joining the Noble Studios team, the company has become one of the few graphic vendors for Autodesk, as well as one of the only motion graphics vendors for the design company MetaDesign. I've since become Project and Design Lead for nearly all related projects, which consist of Interactive Design, Flash framework construction, and 2D/3D/video to create compelling imagery within the UI.

### TAHOE/RENO INTERNATIONAL FILM FESTIVAL

(02/01/06 – 01/01/07)

SENIOR GRAPHIC DESIGNER

Senior Designer for Lake Tahoe-based Film Festival; in charge of all internal graphics, including sales/marketing collateral, printed materials (business cards, mailers/postcards, posters, banners, brochures, folders), and branding. Provided on-site Video Editing during the festival (August 23-27) for a Celebrity Tribute Dedication: filmed subjects from the Festival, recorded a voice track to narrate, and spliced found footage to create a 10-minute piece, all on site.

### MARK-SYSTEMS

(08/10/05 – 01/10/06)

GRAPHIC DESIGNER

In charge of all graphics and marketing collateral for Mark-Systems, a leading provider of Windows-based Construction Management Software and Business Systems. Projects included: informational brochures, mailers, website design, and tradeshow booth graphics for a John Deere tradeshow, which included 10' x 10' matted poster graphics. Also reworked the Mark-Systems logo into a more modern brand that could be better utilized.

### 5000 Ft.

(05/20/05 – 07/20/05)

3D ANIMATOR

Two month 3D Animation contract for Stacked, a fully-interactive World Poker Tour video game. Tasks consisted of facial blends, transition animations, and other in-game animations. Stacked, MTV's first sponsored video game, was released summer 2006 for Xbox, Playstation 2, and PC.

### CORPORATE VISIONS INC.

(05/23/03 – 01/08/05)

GRAPHIC DESIGNER

Graphic Designer responsible for creating Flash-based, interactive demonstrations for many large-name clients, including ADP, Oracle, and Bayer. Demonstrations contained video clips of sales executives, filmed in-house, and tied together by Flash and XML. Also in charge of all internal graphics, including printed materials, extending the CVI brand, and various HTML projects.

## TECHNICAL SKILLS ●●●

**SOFTWARE:** Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver, Adobe Flash, Adobe InDesign (entire Creative Suite), Sony Vegas Video, Sony DVD Architect, Autodesk Combustion, Autodesk Maya, Autodesk 3DS Max, Autodesk Sketchbook Pro, Luxology Modo, Vue D'Esprit, QuarkXPress.

**SKILLS:** Advanced CSS, advanced XHTML, advanced Actionscript, advanced free-hand drawing, advanced conceptualization process (storyboarding, greyscreening, and project scope assessment), advanced video editing, advanced hardware knowledge, basic photography, and basic filming/lighting.

## AWARDS/ACCOMPLISHMENTS ●●●

**2008:** Designer of a 2008 Communicator award for hollandreno.org

**2008:** Designer of two 2008 AMA ACE Awards for the NCET.com ad campaign

**2007:** Co-inventor for several new patents for innovative software interfaces/tools for various production-stage Autodesk software applications

**2007:** Co-Designer for 2007 Gold Communicator Award for nevadamagazine.com

**2006:** 2006: Animator Credit in MTV's first sponsored video game, *Stacked*

**2005:** Featured in "Gamer's Magazine" at Game Developer's Conference

**2003:** SIGGRAPH 2003 Student Art Gallery placement

**2001:** Nevada Museum of Art Scholastic Arts Gallery (Best of Show, 10 pieces)

**2001:** Nevada State Annual VICA Competition, second place in 3d animation

**2001:** 2001 Reno River Holiday Design Contest - 1st place

## EDUCATION ●●●

### SIERRA NEVADA COLLEGE

(AUG. 02 - DEC. 06)

INCLINE VILLAGE, NV

Bachelor of Arts Degree in Graphic Design and 3D arts

### RENO HIGH SCHOOL

(AUG. 98 - MAY 02)

RENO, NV

Honors Diploma, AP Scholar