



Mike Mariano

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650-387-7451

<http://marianomike.com>

SKILLS

Interactive Product Demos, Motion Graphics, Rich Media and Standard Banner Advertising, Web Design, User Experience and Interaction, Illustration, Print Collateral, Corporate Branding, Documentation

TOOLS

Flash, Photoshop, Illustrator, Dreamweaver, Fireworks, After Effects, Premiere, InDesign, Aperture

EXPERIENCE

Interactive Designer | Microsoft Advertising | San Francisco CA | 6/08 - 6/09

- As the sole member of the creative services team in Atlas Rich Media, worked directly with clients throughout the entire ad lifecycle (consulting, concept, prototype, production, and QA)
- Developed rich interactive advertising experiences for a variety of large clients and campaigns including: Kia, MTV, Sprite, SunChips, Got Milk?, ESPN, AT&T, and Microsoft
- 100% of projects were delivered on-time or earlier, exceeding client expectations

UI Designer | BlackArrow | San Mateo CA | 12/07-6/08

- Created wire-frames, mockups, prototypes, and detailed page schematics to guide product decision-making and engineering development
- Defined and created site structure, interaction flows, and information architecture
- Analyzed and created action plans based on usability testing, concept testing, surveys, and other research
- Prepared all UI design documentation

Visual Designer | eBay/PayPal | San Jose CA | 3/07-12/07

- Created hi-fidelity comps from interaction designer's (UI) wire frames and concept sketches
- Worked with cross-functional counterparts to provide design consultation and support throughout all stages of the product life cycle
- Created and maintained visual assets including iconography, color palettes, font styles and other graphical elements
- Developed and evolved company visual design guidelines

Senior Interactive Designer | Composer Software | Scotts Valley CA | 9/05-10/06

- Created complete custom Flash websites and prototypes
- Logo creation, corporate branding, marketing materials
- Creative Team management and training and documentation

Interactive Designer | Convergys Corporation | San Francisco CA | 11/04-9/05

- Created Flash-based custom courseware, prototypes, and commercials
- Audio and Video editing and compositing
- Character illustration and animation



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EXPERIENCE

Continued

Flash Developer | Vitesse Learning | San Francisco CA | 1/04-11/04

- Involved in complete product life cycle of Flash-based online training courses which included: Storyboarding, Prototyping, Development and Quality Assurance
- Created Flash demos, Commercials, and vector artwork for graphic library

Computer Clubhouse Coordinator | Boys and Girls Club | East Palo Alto CA | 11/02-1/04

- Created an after school curriculum of activities, focusing on multimedia computer development
- Ran software workshops including Photoshop, Flash, and Premiere
- Trained and Recruited mentors
- Maintained detailed data tracking

Flash Designer | Skillsoft (Formerly SmartForce) | Redwood City CA | 11/00-5/02

- Created Flash e-Learning catalogue courseware
- Created Illustrations, Intro animations, and e-vite animations

Flash Designer | Covad Communications | Santa Clara CA | 6/00-11/00

- Character Illustrations
- Created Flash-based online training courses
- Created intro animations and process flow charts

EDUCATION

BA Art Studio, UC Davis 2000