

Cara Marsh

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I am a production artist/digital designer with a varied background in games technology, business to business, enterprise, and start up industries. I want to utilize these skills in a collaborative, innovative environment where I can continue to challenge and perfect my creative abilities.

Skills

Programs

Dreamweaver
After Effects
Illustrator
InDesign
Photoshop
Muse
WordPress

Languages

HTML
CSS

Script Editing

JavaScript
jQuery
ActionScript 2
PHP
MySQL

Digital

Photography
Editing
Color Restoration
Web Optimization

Microsoft

Excel
Word
PowerPoint
Outlook
Visio

Platforms

Mac
PC

Experience

Gilead Sciences, Inc. / gilead.com / March 2015 - Present

- Scientific poster formatting
- PowerPoint slide deck formatting
- Graphic design
- Large format printing and shipping
- PowerPoint training sessions
- Quality control
- Graphics support during conferences on site and remotely

KNeoWORLD / kneoworld.com / April 2011 - February 2014

- Corporate identity and presentation design
- UI and UX design
- Weekly and special occasion email design, production, and implementation
- Design, create, and maintain web pages and assets for kneoworld.com

Electronic Arts - Pogo / pogo.com / October 2010 - February 2011

- Create Flash and graphic banner ads
- Design landing pages and in-game sponsorship for multiple clients
- Contribute to redesign of landing pages

Benefit Cosmetics / benefitcosmetics.com / May 2010 - September 2010

- Resize Flash and Photoshop files for new site platform
- Design and developing graphics and website pages
- Bi-weekly design, production, and implementation of emails and newsletters
- Collaborate with team about advertising techniques and user experience

Phil Putnam / CD album graphic art / July 2008 - August 2008

- Developed cover, face, booklet, and case for CD
- Utilized color and photo correction, text editing and graphic design

Education

The Art Institute of California - San Francisco, San Francisco, CA
Bachelor of Science - Web Design and Interactive Media - March 2010