

JOSEPH VAN GEFFEN

FRONT-END DESIGNER

CONTACT INFORMATION :



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+ EMPLOYMENT

CURRENT	<p>MULTIPLE, San Francisco, CA Freelance Designer</p> <p>Contracted by Reciprocity to design Google GRC's front-end, Sephora to develop interactive promotional sites, and CurrentTV to create sites for Scion, 4th & Forever, and Urban Mobility.</p>
2009 - 2013	<p>RENDERDRAGON GAMES Partner & Creative Director</p> <p>Created 12 mobile applications for Android and iOS. Responsibilities included UX design, rapid prototyping of concepts, company website, and brand identity.</p>
2004 - 2008	<p>HILLCREST LABORATORIES User Experience Designer</p> <p>Created a HDTV UI from scratch. Provided comprehensive oversight of product development and company brand marketing.</p>
2003 - 2004	<p>RTC MARKETING Art Director</p> <p>Designed corporate branding and identity for diverse products including Quit.com.</p>
2001 - 2003	<p>ELEMENT23 Partner & Designer</p> <p>Start-up which developed online campaigns for 5 Advertising Agencies.</p>
1998 - 2001	<p>EISNER & ASSOCIATES Multimedia Programmer</p> <p>Programmed websites, interactive CD-ROMs, and award-winning touchscreen Kiosks.</p>

+ EDUCATION

1998	<p>SAVANNAH COLLEGE OF ART & DESIGN B.A. in Computer Art</p> <p>Minors in Art History and Computer Animation</p>
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+ DESIGN SKILLS

	average	good	skilled
Photoshop	●●●●●	●●●●●	●●●●●
Illustrator	●●●●●	●●●●●	●●●●●
Flash	●●●●●	●●●●●	●●●●●
After Effects	●●●●●	●●●●●	●●●●●
InDesign	●●●●●	●●●●●	●●●●●
3DS Max	●●●●●	●●●●●	●●●●●
Sketch / Blender	●●●●●	●●●●●	●●●●●
Poser / DAZ	●●●●●	●●●●●	●●●●●

+ DEVELOPMENT SKILLS

	average	good	skilled
HTML5/ HAML	●●●●●	●●●●●	●●●●●
CSS/SASS	●●●●●	●●●●●	●●●●●
Javascript/JQuery/AJAX	●●●●●	●●●●●	●●●●●
Ruby on Rails	●●●●●	●●●●●	●●●●●
PHP	●●●●●	●●●●●	●●●●●

+ TEAM SKILLS

	average	good	skilled
Omnigraffle	●●●●●	●●●●●	●●●●●
Pivotal Tracker	●●●●●	●●●●●	●●●●●
Git / SVN	●●●●●	●●●●●	●●●●●
Communication	●●●●●	●●●●●	●●●●●
Team Player	●●●●●	●●●●●	●●●●●

+ WORK/PLAY BALANCE

Brainstormer idea generator		Family new baby girl!
Designing visual thinker		Hobbies 3d printing, visual fx, and gaming
Developing //comments code		Downtime snowboarding, reading, and arduino
Venn Diagrams yep, check.		