

Greetings,

Please accept my resume for design, web and art positions for your team. I'm really excited to talk shop: Art, Design, Web and all the amazing things that goes along with it. I have a 16+year design & illustration background in the field of digital media. I'm currently looking for full time work in SF. With my art & design experience and a bit of code skills, I hope to be a great contributor for your team.

Currently, I am the Senior Designer for blinkx.com in SF. I'm tasked for onsite advertising, mobile, UX/UI design, communications, promotions, collateral, and brand execution.

Before blinkx, I was a Senior Designer at eBay. I coordinated multiple projects for a number of internal eBay teams and external vendors. Our team was in charge of all promotions, email communications, ad units and the homepage.

These links are to my portfolio:

<http://www.ideacircus.com>

<http://www.ideacircus.com/portfolio>

<http://www.crittertopia.com>

http://www.ideacircus.com/demo/GSC_demo_Q409.html

The above links are an overview of my work, which all work displayed is my own, unless otherwise noted. My client list includes: eBay, Palm Inc., HP, Intel, Prism Media, Motorola, Compaq, Phillip Morris, THQ, Nick Games and Fisher Price among others.

Please feel free to contact me if you have any questions, require more information and thank you very much for your time.

Sincerely,

Greg Cooper

415-602-3091

greg@ideacircus.com

18 Seabreeze Court
Pacifica, CA 94044

facebook: [gregscottcooper](#)

linkedIn: http://linkd.in/GSC_linkedIn

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greg@ideacircus.com

Design – Art – Illustration – Web – Geek

Achievements:

- Recently I helped build an iPhone app called SF Heroes, a video game take on emergency preparedness, was showcased on local CBS5 , NBC11 and the S.F. Examiner
- As a freelancer for 7 years, one of my highlights was the acting as the project and production lead for Palm Inc.--Creating all their interactive handheld & smartphone flash tutorials during fall 2004 to early 2008.
- Art Director and Partner of Virtual Alchemy Studios from 1998 to 2000. Studio grossed 1 million dollars in its first year with only nine employees and was successfully sold in March of 2000.

Technical Skills:

- Web / Mobile UI & UX dev
- Front end development
- Dreamweaver
- Illustrator
- 3D Studio Max
- Premiere/After Effects
- Microsoft Office
- Trapping, color correction & set-up
- Screen print design & set-up
- Wireframing / Prototyping
- Flash / AS 2&3
- Adobe Photoshop
- HTML5 & CSS2/3
- InDesign & Quark
- ProTools
- 4-color process
- PC and MAC proficiency

Artistic Skills:

- 2D Illustration and Animation
- Storyboarding
- Music Production & Musician
- Graphic design
- Cartoonist
- Voiceover

Experience

December 2009 – present

blinkx: Senior Designer

I currently hold the position of Senior Designer for blinkx.com. (Online video search engine) I currently own production for onsite advertising design, RFP's, marketing graphics, quarterly reports, email communications, collateral and brand execution. It's a small agile company that works on an aggressive schedule. This includes layout, design, & UI/UX for most blinkx products, (web, apps and mobile): blinkx.com, getcheep.com and others.

March 2007 – August 2009

eBay (via Haggin Marketing) : Senior Designer – Creative Marketing

I held the position of Senior Designer for the eBay Creative Marketing team. I was tasked for all onsite marketing graphics, email communications, rich media, promotions, collateral, and brand execution. I also coordinated multiple projects for a number of internal and external eBay teams and vendors. So, all those silly newsworthy auctions onsite on eBay, or many other eBay promotions – that was me.

March 2002- 2007

51/49 Studios : Senior Artist / Art Director

51/49 Studios was my freelance studio for illustration, graphic design, web design, and multimedia production. Clients include Lasselle-Ramsay, Palm, HP, and the Santa Cruz Sentinel. The last year has been focused on Flash development of tutorials for Palm and HP.

March 2000 - February 2001

NxView Technologies : Art Director

In March of 2000, NxView Technologies acquired Virtual Alchemy Studios. I managed the design team on multiple projects for the West coast branch of Nxview. I was also the project lead with clients' art departments to seamlessly integrate corporate branding. Additionally, I was the project lead on a number of 3D projects clients which included Intel, Macromedia, & Fisher Price's (Harry Potter) projects.

1997 - March 2000

Virtual Alchemy Studios Inc. : Art Director (sold to NxView)

Virtual Alchemy Studios was my start-up animation company specializing in original 3D & 2D development for corporate promotions focusing in rich media and game development. As partner and Art Director, I managed the design and coordination for all graphics (2D and 3D), and artwork for the company. This included work on multiple projects for multiple video games, online, tradeshow demos, and internal products. *My clients included:* Intel, Compaq, SCO, Motorola, Fisher Price, BreakTV, Nokia, Arcade Planet, Leo Burnett & Phillip Morris.

Additionally, we had our projects shown at the following shows: GDC, NAPTE, Comdex, CES, E3, CTIA, IAAPA, Siggraph, NAB and Promax--In our own booth and client's.

Education

1996 – 1997 - Academy of Art San Francisco, CA.

Majored in Digital Art, Fine art, Illustration and design.

Awarded Full summer scholarships from Academy of Art In San Francisco.

1994 – 1996 - DeAnza College Cupertino, CA

Majored in Animation/ Film and Illustration

1992 – 1994 - College of San Mateo & Canada College

Clients, Companies I've worked with or for:

- | | | |
|------------------------|------------------|-------------------|
| • eBay | • Palm Inc. | • Intel |
| • Compaq | • Motorola | • THQ |
| • The Learning Company | • Fisher-Price | • HP |
| • Haggin Marketing | • Phillip Morris | • Direct Magazine |