

Jeremy Bonner

Creative director

Objective

To join a company that leverages my design mind to create products and ideas that change how people interact with the world around them.

Qualifications

Innovative, conceptual creative thinker with a proven ability to transform business requirements into scalable omni-channel solutions. Self-starting creative who excels at working within and leading cross-functional teams focused on delivering products on time and within budget. Driven to create and refine flexible processes that foster a calculated risk-taking culture and empowers creative teams to create their best work. Ten-year design career with proven ability to deliver results for many of the largest brands in the world.

Experience

Creative director

Indigo Slate | 02.2013–Present

Responsible for contributing, leading, pitching, and managing the design team pipeline. Worked with other company department leads to create a collaborative ecosystem to enable constant iteration that drives to delight clients and their customers.

Joined the company as a Senior Designer, was promoted to Art Director after one year and to Creative Director in the fall of 2016. Designed or led the creation of hundreds of unique deliverables. Grew the design team from three members total, to 25+ individuals that include visual designers, UX/UI designers, illustrators, and front-end developers. Created a team culture that demands excellence through continual growth.

Lead designer

Dive Xtras Inc. | 07.2008–02.2013

Lead designer in charge of all branding and marketing materials. I worked closely with the engineers to ensure their design decisions were communicated effectively across all marketing mediums.

Designed and built product-focused websites, e-commerce solutions, business card, packaging, logos, brochures, T-shirts, videos, trade show displays, and posters.

Education

B.A., Visual Communications: Graphic Design

Seattle Pacific University

Seattle, Washington

Graduation 08.2006

3D Modeling for Games

Futurepoly

Bellevue, Washington

Graduation 06.2010

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Tools I know

Expert in

Adobe creative suite
Office 365 suite
Invision Cloud
Mac and PC platforms

Working knowledge

Invision Studio
3DS Max
Microsoft Project

Brands I have recently worked with:



Azure
Office
Surface
Windows
Hololens



What I am most proud of

Pinball Lizard

Microsoft was looking to build awareness with game developers around Azure services available. We envisioned and created a mixed reality Azure-focused video game demo and omni-channel campaign for Azure's GDC booth, azure.com, social, and downloadable materials to show how these services could be leveraged in a real game environment. I served as the creative director and product owner on the project overseeing all aspects of the game. The demo was a wild success at GDC, and can be downloaded currently off Github.

Nintex brand

Lead the rebrand of locally-based B2B SaaS brand to stand out from its competition to resonate better with its customers. I served as creative director overseeing a team of 8+ creatives ensuring client and internal alignment as well as creating key assets of the brand. This effort included developing and launching the logo, visual identity, rewriting content, remapping the information architecture, and designing of their entire website, updating key gated materials, event identity, and designing their hero GTM product guided demo.

Azure digital account portal

Lead the UX and UI of a web application for Microsoft's pilot ABM initiatives with their top 250 global accounts. Using an outside in approach, we designed and developed a portal for account teams to manage content and interactions in personalized web experiences for their customers. We managed dozens of user stories to facilitate the adding and curating of new content, personalize page components and media types, as well as custom data visualization for account teams to track performance of engagement across accounts.

Alpha Universe

Redesigned the corporate blog for Sony's top-of-the-line mirrorless camera line. We created a new visual language, templates and unique pages on their CMS, and added ways for users to actively engage with the photography community and Sony. We also created Sony Alpha's first ever omni-channel brand campaign to drive awareness. For the site, I crafted the staffing approach and oversaw vision of the site, while on the campaign I drove creative direction from concept to production of assets.

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