

Vicki Morawietz
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VAM Design (2003 to Present)

Working closely with clients to produce to conceptual graphic design, packaging, advertising, post production, logo design and manipulation, web design, business-to-business graphics and more. Providing excellent service getting projects finished in a timely manner for a reasonable rate.

List of Clientele:

2KSports

Electronic Arts

EVault

live365.com

Booz Allen& Hamilton

Sega of America

Agetec

Single Point of Contact

Cambridge Partners Technology

Havok

Walmart.com

Mentura.com

SayIt.com

Single Point of Contact (2007 to 2008)

As a consultant, I came in and re-established the internal purchasing department for Single Point of Contact. Created a new process of operation from a non-existing system to a well working, higher production environment. Managed, recruited, interviewed, trained, supervised and evaluated staff. Monitored all purchasing activities and relationships with vendors. Also, created reports on the progress of departmental changes and increased productivity of the purchasing department. Oversaw the order process, managed relationships with vendors and other actions specific to the running of the purchasing department. Working on creating an interactive purchasing construct on Single Point of Contact's web page.

Sega of America (2001 to 2003)

Employed as Lead Graphic Designer for Sega of America. Created designs from raw conceptions into final pieces such as packaging, advertisements and point of purchase using inspiration, comparison, information, skill, and support. Worked with project managers to compare and contrast and mutually develop concepts geared towards the video game sales market. Produced creative on time and target that blew away the competition. Abilities include excellent Layout/Graphic skills; the talent to create original or touch up artwork for ads, packages, etc.; experience with drawing rough storyboard concepts, and great art directional and communication skills.

TeamWorks Technology (2000 to 2001)

Worked as Art Director and lead Graphic Artist for TeamWorks Technology. Worked closely with clients as well as project managers to complete the over-all creative look and feel of their Web site, to meet the client's needs and satisfaction. Worked closely with production artists to complete the projects. Also contributed my knowledge and experience to help train and advise in the creative field. Worked with clients such as Revlon, Seventeen Magazine, and Always in Style.

Lewis Galoob Toys, S. San Francisco (1998 to 1999)

Employed as a computer artist in their Star Wars(TM) Prequel toy design department. Responsible for processing and cataloging all images received from Lucasfilm Ltd. Organized various images for specific project involvement including cataloging images for vendors and the Hong Kong office; setting up, burning, and tracking images via CD libraries; including work on decals for Star Wars™ Prequel toys for commercial shoots. Additionally, worked in the creative department on the Micro Machines 98®; Web site and logo design, also packaging design for the Spice Girls®; Fashion Dolls.

Tab Products, Palo Alto (1997-1998)

Employed as a designer creating labels for clients; worked on Tab's internal Web site for the Technical Support Department, advised on design issues, and contributed GIF animations to their site.

Industrial Light & Magic, San Rafael - Internship (1996)

While interning in the Digital Matte Department at ILM, I worked on numerous endeavors including 2D design for various projects, as well as logo design for the intranet for Digital Matte and other departments. Assisted in departmental editing, retrieving, backing up archives, and on-going assignments. Participated in organizing aspects of department projects and internal paper work. Also, did extensive scanning of materials for use in art works. Actively observed artists as they worked on pieces for upcoming films.

DoveMedia, Ltd., Foster City (1994 to 1995)

Worked for DoveMedia, an internal ad agency for Ross-Dove Co. Inc., as a print production assistant and graphic artist in a fast paced environment. Also, met with clients to discern needs and made recommendations regarding communication and design; kept track of job folders, filing, and overall upkeep.

Sybervision Inc., San Francisco (1993)

Employed as Customer Service Representative and Account Executive. Did creative-customer research; responsible for orders, shipments, credits, and refunds.

Platforms:

Macintosh and Windows

Software Experience:

· Photoshop · Illustrator
· Indesign · Quark XPress
· Flash · Dreamweaver
· Powerpoint