



Jesse Warne

Designer & Educator

RESUME

Personal Attributes Able to creatively solve problems in a fast paced professional manner. Excellent verbal and written communication skills with a high level of attention to detail. Passionate designer and educator.

Employment History Designer and Production Manager. Ryco Print Inc. 2003-08
Student Designer. UCO University Relations 2008-2009
Intern and Freelance Designer. Walker Creative Inc. July-Dec. 2009
Illustrator. Tate Publishing Enterprises Jan. 2010-Mar. 2011
Interaction Designer/Art Director. UCO CeCE Mar. 2011 - Present
Adjunct Instructor. UCO Department of Design Fall 2014-Present

Experience Accustomed to carrying projects through all aspects of the design process from ideation, refinement, production, and adaptation of print to electronic media. Professional experience leading a design team as Interaction Designer and Art Director. Illustrated over thirty six children's books. Professional experience in a wide variety of design fields including interactive design, user interface design and user experience design, game design(2d and 3D), motion graphics, information design, illustration, editorial design, branding and identity development, advertising, marketing, content strategy, and type design. Design software expertise in Adobe: Illustrator, Indesign, Photoshop, Lightroom, After Effects, and Premier Pro as well a variety of web development tools such as Dreamweaver, Edge, Brackets, Muse, and Wordpress. Also experienced with 3D modeling programs such as Autodesk: 3D Studio Max, Maya, and Mudbox as well as the Unity game engine. Additionally, experienced in traditional printing methods such as letterpress printing and serigraphy as well as newer printing technologies such as 3D printing, laser engraving, and Giclée printing.

Education BFA - Graphic Design, UCO Fall 2009
MFA* - Graphic Design , UCO expected completion Spring 2018