



JONATHAN PARK

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CAREER OBJECTIVE

To contribute my passion and enthusiasm for design towards an establishment through a position in the field of design or user experience and to educate those interested in the creative world of design

EDUCATION

BFA, Concentration in Graphic Design—2016

Arcadia University—Glenside, PA

Letterpress Workshop—March 2015

Lead Graffiti, Newark, DE

SOFTWARE KNOWLEDGE

Operating Systems

Mac OSX, Windows

iOS, Android

Adobe CC:

Illustrator, InDesign, Photoshop, After Effects, XD, Lightroom, Bridge, Acrobat, Muse and Dreamweaver

Additional Design Applications and Relevant Tools:

Figma, Sketch, InVision, InVision Studio, Wordpress, PowerPoint, LottieFiles, Word, Keynote, Pages, Painter 12, Rhino 3D, Laser Cutting, and Social Networking Design

SKILLS

User Experience Design, Interface Design, UX Research, Visual Design, Accessibility, Information Architecture, Content Strategy, Wireframing, Prototyping, Digital Mockups, Animation, Videography, Art Direction, Basic HTML5/CSS/JavaScript, 3D Mockups, Book Binding, Typography, Organization, Photography, Photo-retouching, Branding, Packaging, Laser Cutting, Large Scale Printing, Product Management, Publication Design, Teaching

ORGANIZATIONS

AIGA Philadelphia

Education Committee, 2019—Present

Sustaining Member, 2014—Present

Drexel University Startup Tree: The Study Plug

Student/Alumni Companies, October 2016—May 2019

AuHaus

Organization Leader 2015—2016

Member, 2014—2016

PROFESSIONAL EXPERIENCE

Arcadia University, Glenside, PA, August 2018 — Present

Adjunct Professor, Department of Art & Design

Instructor for two of the required courses within the graphic design bachelor's program (BFA): Graphic Design II: Interactive Design and Graphic Design III: Brand & Identity

Develop curriculum and formulate course materials such as syllabi, projects, homework assignments, handouts, and orchestrate class critiques both in-person and online

Guide students in learning design software such as Sketch, Figma, and the Adobe CC (Illustrator, Photoshop, InDesign) along with demonstrations in MacOS and iOS

Laborocity, Radnor, PA, October 2017 — Present

Lead UX/UI Designer, Art Director

Construct adaptive layouts, such as app and web designs to maintain a consistent user experience across the product utilizing Figma, Sketch, InVision, and all of the Adobe CC

Create all style guides and provide multi-platform marketing campaigns

Directly support CTO and developers with UX consulting, production oversight, wireframes, mockups, UI/UX art assets, and conceptual planning of future UX directions

DiD Agency, Ambler, PA, June 2016 — July 2017

Designer, Team Orapharma, December 2016 — July 2017

Designed and delivered from concept to completion for a wide range of projects including responsive web design, wireframing, email design, banner resizing, animated GIFs, tradeshow graphics and collateral, and multi-platform marketing collateral

Provided direct support to Art and Creative Directors with project management, design direction, UX consulting, production oversight, and liaising between production and creative

Presented work internally to Art Director, Creative Director, project owners, and team leads

Junior Designer, Studio, June 2016 — December 2016

Provided print and digital production support, including photo retouching, dieline creation, 3-D prototypes and mock-ups, desktop to mobile responsive layouts, banner re-sizing, and interactive presentations

Prepared and released files for print for the full range of client brands within the agency portfolio such as Carmex, Tylenol, CeraVe, Hologic, and Salix

Designed and delivered internal branding projects for DiD, including identity designs, communications collateral, interactive forms, and in-house events

Arcadia University, Glenside, PA, September 2014 — June 2016

Teaching Assistant, Department of Art & Design, September 2014 — June 2016

Assisted professors for the Digital Imaging and Introduction to Graphic Design courses over five semesters

Demonstrated to students portfolio building skills such as mounting presentation boards, building wells, book binding, basic cutting skills and critical design feedback

Lead Lab Monitor, Department of Art & Design, September 2014 — June 2016

Implemented hardware and software support for entire lab including 24 iMacs, 22 large format scanners, four large format Epson ink-jet printers, two large format laser printers

Conducted training for all eight lab monitors along with providing technical assistance and design feedback to students while using the lab's equipment

Oversaw supply levels, maintenance/service logs, lab monitor's scheduling and lab hours

Junior Designer, Office of University Relations, September 2014 — June 2016

Designed marketing collateral, large scale posters, postcards and miscellaneous projects from concept to completion

Created and updated content using Drupal for the University's website