

**KAREN MCCLINCHEY**

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**PORTFOLIO**

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**CLIENTS**

Adobe Systems  
Cisco Systems  
Microsoft Corporation  
Electronic Arts  
Intel  
Developmental Studies Center  
E-Greetings  
MP3  
SFLNC  
Joe Boxer  
Dialpad  
Northwest Aids Foundation  
San Francisco Examiner  
Modem Media  
Ebates  
Edmark  
Corbis  
Aldus  
Seattle Weekly  
The Rocket

**OBJECTIVE**

To provide educators with design solutions which result in effective and engaging learning materials.

**QUALIFICATIONS**

Steadfast, detail oriented team player. Over twenty years of professional computer art experience with emphasis in education and entertainment. Technically adept and able to adapt to any graphic tool. Savvy to corporate process and archiving structures, up to speed quickly. Ardent collaborator.

**EDUCATION & PROFESSIONAL TRAINING**

Bachelor of Fine Arts, University of Michigan, 1986, Ann Arbor, MI  
Design, Typography, and Illustration. School of Visual Concepts, 1992-94, Seattle, WA  
Traditional Animation, James Coffin, 1994, Seattle, WA

**SOFTWARE**

Photoshop, ImageReady, Illustrator, Freehand, Flash, InDesign, Acrobat, Dreamweaver, HTML, CSS, AfterEffects, Microsoft Office, working knowledge of Director, XML, and Javascript. Proficient with Macintosh and PC.

**EMPLOYMENT****1997-Current: Spacebug Design, Oakland, CA | Multimedia Designer**

- Designed and produced web sites, online tutorials, product demos, Flash advertisements, virtual greeting cards, packaging, illustrations, business cards, animated banners and icons.
- Involved in update of Cisco System intranet using CSS, XML, Javascript, and component library.
- Hired and coordinated Programmers and Sound Technicians to meet goals of projects.
- Designed and produced collateral for Electronic Arts online sales force.

**2002: DJ Nexus, San Francisco, CA | Designer, Illustrator, Production Artist**

- Teamed with DJ Nexus Founder to create company identity.
- Designed look and feel of search and comparison shopping web site indexing 60,000 electronic music titles.

**2001: Electronic Arts (EA), Redwood City, CA | Assistant Art Director**

- Assumed art direction for interactive game *Diver Dude* featured on Coca Cola's 2001 *Pop the Top* Summer Promotion site.
- Directed and worked with Graphic Designers in creation of animated and static art assets to integrate with existing style.
- Designed game interface and introductory animated help instructions.
- Guided Graphic Designer and Coder to punctually deliver trim optimized file.
- Interfaced with EA Producer and offsite agency, Red Sky Interactive, to fulfill branding needs for renowned soft drink client.

**1998-1999: Adobe Systems, San Jose, CA | Instructional and Print Designer, Animator**

- Collaborated with Technical Writers and Editors at Adobe Press to develop *Classroom in a Book* and *Productivity Kit* lessons designed to train without intimidating while still exemplifying the power of Photoshop 5, Illustrator 8 and ImageReady.
- Met with Application Developers to elucidate use of and insure proper documentation of beta software features.
- Created original art for published exercises.
- Directed chapter layouts and technical illustrations to maintain established look and feel of series.
- Designed, storyboarded and animated Adobe promotional vignette featured on the GoLive 4.0 application CD.

**1995-1997: Microsoft Corporation, Redmond, WA | Animator, Character Designer, Illustrator**

- Worked with Producers, Animators, and Sound Technicians to bring one of the first intelligent social interfaces to market.
- Designed, storyboarded and animated three premiere characters for Microsoft Office '97 software, including one specifically created for Asia.

**1993-1995: Contractor, Seattle, WA | Illustrator, Designer, Production Artist**

- In collaboration, established illustration style with Producer and Character Animator for interactive children's book at Edmark.
- Executed editorial illustrations requested by Art Directors at The Seattle Weekly, and Art Chantry at The Rocket
- Manipulated photo images for Corbis CD title *A Passion for Art*.
- Created illustrations for and layout of five-color user manual for PhotoStyler software at Aldus.
- Designed and illustrated sample output for Visio software documentation.
- Worked closely with Senior Designer at Heckler Associates on packaging for Starbucks Coffee.
- Worked with print shops to deliver optimal files for high quality output.
- Assisted Art Representative, Kolea Baker, managing stable of artists.

**1990-1992: Microsoft Corporation, Redmond, WA | Lead Designer**

- Coordinated the localization of art for international versions of software documentation. Determined alterations required—encompassing content, technical, and stylistic issues—to make files suitable for localized versions.
- Proposed and organized weekly art meetings to track and distribute work to designers, address department issues, and keep lines of communication open.

**1986-1989: Zingerman's Delicatessen, Ann Arbor, MI | Graphic Artist, Supervisor**

- Key player in concept, layout, typesetting, illustration, key lining, and printing of design materials for nationally respected, highly successful, small business.
- Delegated assignments to two Artists. Projects included packaging, brochures, newsletters, advertisements, business cards, and three-color posters.

**Special Projects**

1986: Home

- Initiated collaborative mixed-media art project.
- Recruited, directed, scheduled, publicized, and constructed performance/installation piece focusing on rituals of the home.

1987, 1988: Small Street Parades

- Motivated a dozen human being to garnish themselves in hand-crafted costumes and props, and travel as a miniature parade, in the celebration of water and outer space.

**REFERENCES**

Doris Chen | Program Manager, Cisco Systems  
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