

Thomas Averin

Human Being / Graphic Design / Art Direction /
Print & Typography / Front End Dev / Motion & Video

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Skills

Figma + Adobe Creative Suite (Photoshop, Illustrator, InDesign, etc.)

Packaging & Print Layout, General Prepress

Typography & Type Design

Identity Development & Design

Art Direction & Concept Development

Motion Design / Video Editing (After Effects, Premier)

Keynote / PowerPoint

Macintosh & Windows

Web Design, Responsive Front End
Development; HTML5, CSS3/SASS, jQuery, Node.JS

Wordpress, Joomla, ProcessWire, Bootstrap

Education

Attended Pacific Northwest College of Art for
a Bachelor of Fine Arts in Communication Design.

Graduated Arts & Communication Magnet Academy
with an endorsement in Computer Design.

Class of 2009

Projects & Employment

Currently working with multiple freelance and contract
clients on various projects. Current clients include:

- Tripwire, inc.
- Opinionated Group
- Lance Limbocker
- Funnelbox

Projects & Employment (cont.)

Art Director and Prepress at Tripwire

July 2017 — April 2020

- Worked alongside one other designer to manage all creative
- Responsible for prepress, social media, and trade show graphics

Art Director at Paper Napkin Marketing

December 2016 — May 2020

- Leading creative direction on all client projects
- Responsible for prepress & web development

Associate Art Director at Razorfish

June 2014 — July 2015

- Created & launched Halo: Starscope for Xbox, 2015 Webby Honoree
- Worked on campaigns for Microsoft Office, Xbox, Visa, Halo, Forza Horizon 2, etc.

UI Designer at CGI Federal

October 2013 — March 2014

- Managed the redesign of a 2.0 version of a mobile responsive internal analytic suite.
- Responsible for assistance to various projects.

Designer at SRM Architecture & Marketing

January 2012 — January 2013

- Assisted in client relations & management.
- One of two graphic designers in a large team of architects.

Designer at Blue Sky Web Design

June 2008 — July 2010

- Assisted in client relations & management.
- One of two designers in a small team of six.