

COURTNEY BARNEBEY

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SUMMARY

I've been involved for over ten years in creating games and rich media experiences. My skills range from concepting and user flow to design and art production. I'm a strong collaborator in a team environment, but I also have broad experience acting as team lead, and have the ability to focus a team's creativity to produce fun and varied content.

CORE COMPETENCIES

UI/UX Design, Graphic Design, Illustration, Game Design, Typography, Team Leadership, Concepting

SOFTWARE PROFICIENCIES

Photoshop, Illustrator, Premier, Flash

PROFESSIONAL EXPERIENCE

2012 – 2014

Freelance Design

- Committee for Children – Designed UI/UX for Bully Prevention Unit online course.
- Committee for Children – Designed UI/UX for Personal Safety Unit online course.
- Workinman – Acted as lead designer and illustrator for online promotional game.
- Seattle Children's Theater – Lead email marketing designer

2003 – 2012

Senior Designer

Smashing Ideas, Seattle, WA

- Provided creative leadership on teams of designers, developers and animators; assured that all departments were working towards a common goal.
- Worked in small teams to produce over 100 releases in web, mobile and game content.
- Created concepts and implemented original and client branded games and rich media.
- Produced original artwork for projects while adhering to client brand.

2000 – 2003

Designer

Memetic Systems, Seattle, WA

- Generated rich media, animation and online marketing materials.
- Created traditional marketing materials and collateral.

EDUCATION

The Evergreen State College, Olympia, WA

BA in Film and Animation