

JACOB FERGUSON

floate.com (illustration) | design.floate.com (design) | mail: aalipop@gmail.com

- » Photoshop ★★★★★
- » Flash ★★★★★
- » HTML5 ★★★★★
- » Illustrator ★★★★★
- » After Effects ★★★★★
- » CSS3 ★★★★★
- » InDesign ★★★★★
- » JavaScript ★★★★★
- » AS 2/3 ★★★★★

» **I am an Illustrator / Graphic / Motion Designer living in Seattle, WA.** My experience ranges from full Flash and HTML websites / banners to Motion Design with 2D and 3D elements to Illustrations and comics. I'm happiest when I'm given the reigns to create innovative and unique projects. I'm an excellent problem solver and can learn new software very quickly.

FREELANCE / CONTRACT

Designer / Illustrator // 2006-Present

- Flash & HTML design/development (banners, websites, e-cards).
- Motion Design for high profile brands.
- Created Print material for local musicians (posters, fliers, etc.).
- Clients include:
 - » Levi's, DoubleDown Casino, Avenue A/Razorfish, Dickies, Seagrams, Nintendo, Universal Studios, Microsoft and others.

MICROSOFT GAME STUDIOS

Gameplay Consultant // 2004-2006

- Corrected broad gameplay flaws that designers and programmers might have overlooked while fully focused on smaller more specific aspects.
- Lead direction for tuning and implementation of gameplay elements offered in Downloadable Content Packs.
- Direction, consultation & creative input for a number of high-profile Xbox 360 and PC titles, including:
 - » Project Gotham Racing 3, Crackdown, Gears of War, Too Human, Rise of Legends and others.

SQUADSTUDIOS

Graphic / Information Designer // 2002-2004

- Designed/developed front-end material for websites and e-cards.
- Created album artwork and clothing designs for bands and labels.
- Director of Photography for music video projects.
- Clients included:
 - » Immortal Records, Drive-thru records, Polyvinyl Records, Tooth and Nail Records, Lindsey Buckingham, Papa Roach, Collective Soul and others.