

ANDREW KINZER

Graphic Designer, Problem Solver

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Education

California College of the Arts, San Francisco CA

Bachelor of Fine Arts: August 2001 – December 2005

I graduated from CCA having earned a BFA in Graphic Design with distinction. I had the privilege of studying under Mark Fox, Doug Akagi, Terry Irwin, Michele Wetherbee, Michael Vanderbyl, Jennifer Sterling, Cinthia Wen, and Todd Foreman.

Skills

Proficient with OS X, InDesign, Illustrator, Photoshop, Flash, and Dreamweaver. Familiar with AfterEffects.

Good writing, excellent craft, excellent problem solving skills.

Experience

New York Magazine, New York NY

Freelance: October 2008 – November 2008

I worked with the online department of NY Magazine to help skin the newly wireframed fashion section. With the breadth of content and interactivity placing the project inside the arena of application design, the focus was to visually design each element to work in multiple configurations.

Distilled, San Francisco CA

Freelance: May 2007 – Current

I work with Distilled to design, and on some occasions develop, on-screen and print projects for an automotive service-scheduling company. The work has included website updates, a web-based software UI design, trade-show graphics, monitor animations, identity and collateral.

Manmade, San Francisco CA

Freelance: February 2007 – Current

I was initially brought on board at Manmade to work on a print project for The Gap's nonprofit side. The project evolved from a series of booklets to include a large format poster, mailing tube and information packet, all handmade. My responsibilities as an in-house freelance designer at Manmade grew as I worked on numerous projects for new and existing clients, including Genentech for whom I helped create a large-format entryway display system.

Civil Engine, Oakland CA

Freelance: December 2006 – January 2007

I worked with Civil Engine on a project involving print advertisements for a software company. Having been given no direction for the ads, it was my task to generate a voice and standards that would help solidify their evolving brand language.

Sockeye Creative, Portland OR

Freelance: March 2006 – May 2006

The first project Sockeye hired me for was a motion graphics piece for a cell phone company, to be shown in retail stores. I conceptualized, designed and directed the final production. I also worked on a small team selected to redesign the Portland State University identity where I was personally tasked with competitor research, conceptualizing, refinement, and presentation materials.

Sockeye Creative, Portland OR

Internship: June 2005 – August 2005

Working under Peter Metz, I tackled a motion graphics introducing the new Euroleague logo (designed by Sockeye), studio promotions and some smaller projects being managed by Sockeye's senior designers.

Enfilade Design, San Francisco CA

Collaboration: January 2005 – September 2005

A recently graduated friend and I decided that it was time to start designing in a manner and an environment that we really enjoyed. We started a design collaborative and named it Enfilade. The collaborative gave me experience interacting with clients and reminded me to design for fun.

Mindseye, Portland OR

Internship: June 2004 – August 2004

I took an internship at an advertising agency in Portland where I was given the opportunity to redesign and code their new website from the ground up.