



MICHAEL MATTNER

DESIGNER & DEVELOPER

(269) 277-3061

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MIKEMATTNER.COM

LANGUAGES

HTML/CSS

SASS

php

MySQL

Javascript

jQuery

AngularJS

SOFTWARE

InDesign CC

Photoshop CC

Illustrator CC

After Effects CC

Edge Animate CC

Premiere Pro CC

Media Encoder CC

Sublime Text

SKILLS

Front end dev

WordPress dev

Art Direction

Creative Direction

UI Design

Git/SVN

EXPERIENCE

ASSOCIATE CREATIVE DIRECTOR / AISLE ROCKET STUDIOS / 2015 – PRESENT

Creative direction for digital and interactive sales training materials for Whirlpool and Maytag brands; creative direction in all interactive projects for studio clients.

SENIOR DIGITAL DESIGNER / AISLE ROCKET STUDIOS / 2013 – 2015

Art direction for digital and interactive sales training materials for Whirlpool and Maytag brands; art direction in all interactive projects for studio clients including web development, email marketing, and interactive point of purchase materials. Directed and launched a digital sales training solution for Whirlpool and Maytag brands using the Adobe Digital Publishing Suite in the transition away from printed assets towards a digital publishing solution.

GRAPHIC WEB TECH / CORVETTE CENTRAL / 2006 – 2013

Maintained, developed, and optimized the company's web sites with a focus on usability and search engine optimization; assisted in the development of catalogs and other marketing materials; art directed, delivered, and tracked all email marketing initiatives. Delivered 2-3 million emails a year with a consistent 24% open rate; increased traffic by 33% by focusing on creating keyword rich content, introducing rigorous coding standards, and implementing focused Google Adwords campaigns.

WEB DEVELOPMENT & DESIGN SERVICES / FREELANCE / 2004 – PRESENT

Web and print design, with a primary focus on front end web development; WordPress development with a focus on creating white label experiences.

CONSULTANT / PROFESSIONAL PARKS, INC. / 2004 – 2005

Designed, developed, launched, and maintained web site; designed marketing emails and other print materials; assisted in managing network assets.

EDUCATION

A.S. DIGITAL MEDIA / FULL SAIL UNIVERSITY / 2003 – 2004

Rigorous schedule that focused on: graphic design, game design, interface design, digital publishing, web design and development, video capture and editing, motion graphics, 3D modeling/skinning, and project management.