

PREM KRISHNAN

prem@no64.com 206.427.5760 Austin, Texas

PROFESSIONAL HISTORY

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|---|--|
| GRAPHIC DESIGNER
Freelance Contractor
1988-Present | <ul style="list-style-type: none">· Successfully handled all aspects of production from initial brainstorming to final product delivery· Excel at refining vision with innovative approaches |
| PRODUCER / ART MANAGER
Sony (SCEA) - Zipper
2004-2011 | <ul style="list-style-type: none">· Consistently hit milestones on or ahead of schedule· Maintained a high quality bar while reducing overtime crunch by over 50% for my teams |
| ART & CREATIVE DIRECTOR
Luminous Parrot
2004 | <ul style="list-style-type: none">· Redefined product art style to support future expansion· Led usability tests for interface streamlining efforts· Developed customized gameplay to suit art style |
| WORLD DESIGNER
Microsoft Game Studios
2003-2004 | <ul style="list-style-type: none">· Defined modular design system that dramatically increased implementation speed· Standardized map design files for cohesive presentation |
| CREATIVE DIRECTOR
Activerse
1996-1999 | <ul style="list-style-type: none">· Founded and staffed the creative team· Designed brand identities and marketing collateral· Consistently received accolades for our identity design |
| SYSTEMS ADMINISTRATOR
Evolutionary Technologies
1994-1996 | <ul style="list-style-type: none">· Supported developers in world-wide offices· Developed new-hire checklists that improved ramp-up time and streamlined employee integration |
| ASSOCIATE PRODUCER
Electronic Arts - Origin
1992-1994 | <ul style="list-style-type: none">· Streamlined design implementation processes· Solely-responsible for cinematic gameplay design on flagship title |

PORTFOLIO

<http://www.no64.com/portfolio.htm>

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SKILLS

ART & DESIGN

Creation, design, and implementation of marketing and product collateral

- corporate and product identity
- promotional materials
- packaging and point-of-sale materials
- concept and graphic illustration
- user-interface and website design
- digital and traditional media artwork
- print-production process

COMPUTERS & TECHNOLOGY

Multi-platform experience with Macintosh and Windows OS, PlayStation family consoles

- *Photoshop, Illustrator, InDesign*
- *Word, Excel, PowerPoint, Project*
- *Maya*
- 2D and 3D art
- HTML, CSS, XML
- Familiarity with *Flash* and *Visio*

LEADERSHIP

Project and team management including all phases of graphic design and game production from inception through launch

- art and creative direction
- customer and vendor relations
- marketing and press relations
- strategic and tactical planning
- scheduling and budgets
- operations hiring and personnel

WRITING & EDITORIAL

Content creation, research and editing for creative, technical, and educational markets

- press and marketing releases
- advertising and promotional materials
- business and marketing plans
- schedules and milestone documents
- product development proposals and specs
- product and employee status and reviews
- end-user manuals

EDUCATION

BACHELOR OF ARTS

University of Texas at Austin | 1991

- Major in English (creative writing)
- Minor in conversational German
- Member of English Honors Program

HONOR STUDENT

Art Institute of Seattle | 2002

- Major in Commercial Photography
- Attained President's List for academic achievement