

JACOB MYERS

WEB & GRAPHIC DESIGNER



JMYERSDESIGN.NET
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WORK EXPERIENCE

MR. S LEATHER

January 2017 - Now

Check my portfolio site before Googling it.

Design team of one - digital/graphic, large and small-scale print, ads, web, frequent newsletters, and garment and packaging design.

Content management - building product lines, preparing images, writing copy, reporting bugs, and flexing my HTML/CSS skills when needed.

SHRAPNEL

Contract Work: June 2024 - August 2024

Brand development, iconography, type setting, and creation of:

- One *Mercury* pitch deck to be presented to potential shareholders and investors to outline and sell their upcoming Mercury Project
- One *Mercury* white paper document outlining and selling their upcoming Mercury Project

PIXELVINE CREATIVE

April 2015 - July 2016

CMS focused web design, logo design, print design, product photography, photo manipulation, video editing, and the upkeep of numerous websites for local businesses and government bodies.

S2 GAMES

August 2014 - November 2014

Worked on elements of Strife's (MOBA game) UI, which included first time user experience flows and hero/character selection. Provided design support for the web experience to align with the game experience.

HARD SKILLS

Adobe Creative Suite

*Photoshop
Illustrator
Indesign
Acrobat
Etc.*

Graphic Design

Web Design

Figma

HTML/CSS

Wireframing

Emarsys

Magento/Wordpress

Typesetting

Print/Prepress

Illustration
& Sketching

SOFT SKILLS

Big-picture thinking

Efficient

Well written

Detail oriented

Grounded

Reliable

References available upon request.