

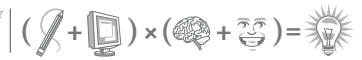
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THE GENERAL THEORY OF CREATIVITY | *DEF. 1* A THEORY EXTENDING SPECIAL CREATIVITY AND UNIFORMLY ACCOUNTING FOR ILLUSTRATION AND DESIGN, THAT POSTULATES THAT THOUGHT & EMOTION CURVE TOWARD GOOD IDEAS.



OBJECTIVE:

I am a Seattle-based Graphic Designer and Illustrator, with 10 years experience working with online marketing groups, in the non-profit, philanthropic sector and other, varied design environments. I have worked with project managers, design teams and developers to ensure marketing or foundation goals are reached in a creative manner and design standards are maintained. In addition to continuing to create high-quality design, I am continued forwarding my career as an illustrator by developing interesting, entertaining and innovative illustrations to meet project needs.

COMPUTER EXPERIENCE:

I have extensive experience working in Adobe Creative Suite 5 and earlier, in both a PC or Mac environment, with advanced knowledge of Photoshop and Illustrator. I also have solid working knowledge of Flash, InDesign, Bridge and Dreamweaver. In addition, I have worked extensively designing and maintaining websites and have a solid understanding of HTML, the Agile methodology and the current capabilities of web functionality.

EDUCATION:

Western Washington University, Bellingham WA
BA, Fine Arts with concentrations in Graphic Design and Illustration, 1999

PROFESSIONAL EXPERIENCE:

Tyler Hill Illustration & Design, LLC

Owner, Design and Illustrator, 2009-2010

Having spent the majority of my career working as part of an in-house design team, at the beginning of 2009 I created Tyler Hill Illustration & Design in order to continue to challenge myself creatively, focus more on my illustration work and experience the world of freelance design. During that time I have been fortunate to work with both large, corporate clients as well as small “mom and pop” businesses including Forrest-Pruzan, Pixelube, Her Interactive, thePlatform, Organizational Research Services, RealNetworks, Pelago, Carney-Cargill and Faraway Entertainment.

The Bill & Melinda Gates Foundation, Seattle WA

Designer, 2008

Completed a year-long contract with the foundation’s Content and Distribution team. During that period, I helped maintain the foundation’s intranet site and website, as well as working on projects such as designing the online component of the Annual Report, design work for the annual meeting and numerous extranet sites. In addition, I worked on a number of internal-use print pieces, including training tools for Human Resources.

RealNetworks, Seattle, WA

Web Designer, 2003 – 2007

Designed, maintained and improved webpages for Real.com and RealNetworks.com. Worked with Marketing group to advance campaigns for RealPlayer, SuperPass, Rhapsody, Sansa Player and a number of other products and launches. During this time, I gained experience working with Marketing and Development groups, worked with a team of skilled designers, and honed my skills with Photoshop and other programs to create and deliver landing pages, IPMs, HTML emails, print pieces and order paths.

Contract Graphic Artist & Illustrator, Seattle, WA

Contract and freelance, 2000-2003

Working as a contractor of Filter Talent (then Artsource) I worked with a wide variety of clients on projects ranging from web pages to illustrations to print pieces for magazines and newspapers. During this time I learned to be flexible when working with a number of different individuals and companies to achieve their goals in a quick and effective manner.

PERSONAL EXPERIENCE:

From February to September of 2007, my wife and I traveled around the world to 17 different countries on five continents. I view this experience to be of equal importance to the skills and knowledge gained in college. This journey not only expanded my creative vision but allowed me to reassess my views on the importance of intelligent and responsible marketing and graphic design.