

JASON MERRITT

EMPLOYMENT HISTORY

Art Direction & Programming

FREELANCE DESIGN, CODING, AND CONSULTANCY

November 2016 – Present

Art Director

TRUVERIS, INC. (HEALTHCARE & PHARMACEUTICAL)

August 2012 – November 2016

OneRx: Utilized user experience data to drive design for the UI, logo, and marketing collateral, including television appearances, ad production, website, and video testimonials for this top rated app.

UI/UX: Generated rapid prototypes of software for sales. Created mockups, wireframes. Designed an original UI framework and style guide for cross-platform unity.

Brand Design: Redesigned and modernized Truveris' brand by initiating buy-in with multiple departments, including marketing, product leaders, and engineering. Produced detailed brand style guides to communicate standards plus ensure quality control and consistency.

Team Management: Oversaw successful transition from sole designer to a team of four. Developed detailed project tracking to streamline and organize deadlines and expectations across multiple department leads.

Freelance Designer

INDEPENDENT & THE CREATIVE GROUP

March 2008 – August 2012

Senior Designer

HDR, INC. (ARCHITECTURE & PLANNING)

May 2000 – October 2008

Project Visualizations: Created illustrations, physical models, 3D renderings to describe complex engineering and architectural projects and process.

RFP Response & Presentations: Designed proposals for multi-million dollar contract acquisitions, such as the New Fulton Street Transit Center, West 72nd Street Subway Station, and the FDR Drive Rehabilitation.

Collaboration: Worked closely with acclaimed artists, architects, and engineers on award winning projects, such as West 8th Street Station at Coney Island.

TECHNICAL EXPERIENCE

Graphic Design & Illustration

ADOBE CREATIVE CLOUD

Illustrator, InDesign, Photoshop

Front End Engineering

LANGUAGES

HTML, CSS, Sass, JavaScript, TypeScript

TOOLS & FRAMEWORKS

Bootstrap, Wordpress, React, Vue

Video & Motion Graphics

Premiere, After Effects, Blender

Modeling & Rendering

Blender, Autodesk

EDUCATION

University of Nebraska-Lincoln

Bachelor of Fine Arts, Painting and Sculpture 1999

AWARDS & SCHOLARSHIPS

Henry Grabowski Art Education Memorial Award,
Francis William Vreeland Scholarship

ACADEMIC ACTIVITIES & SOCIETIES

President of Art Students League at UNL 1998-9,
Art History Studies in London and Paris 1998

OTHER INTERESTS

Traditional Art

Fundamentals are, and always will be, incredibly important. I work with traditional media (such as oil on canvas) as much as possible to hone my skills and to stay in touch with my roots as a fine artist.

Music & Sound Design

On occasion I have the great privilege of creating music and sound design with my friends for movies, television, and popular video games, including Over/Under (USA Network), Archetype (iPhone), Matchlings (iPhone) Groovin' Blocks (Wii, PS3).