

JAY VIDHEECHAROEN

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PROFESSIONAL EXPERIENCE

User Experience Designer, Big Fish Games (Current)

Seattle, WA

- Responsible for visual design of user interfaces for Azur, Big Sea Games and Treasure Quest properties
- Design and produce graphics for the company's online gaming community
- Coordinate with usability/research group to test and iterate new designs, features and functionality

Senior Graphic Designer, Gas Powered Games (2006 – 2008)

Redmond, WA

- Designed and produced graphics for the company's various web properties
- Responsible for visual design of user interfaces for the Supreme Commander franchise and GPGnet online service
- Designed the company's marketing, promotional, corporate and online collateral

Assistant Art Director, Seattle Weekly (2004 – 2006)

Seattle, WA

- Designed and produced weekly alternative newspaper
- Art directed, designed and produced graphics for an online portal site
- Shot various editorial photo assignments

Art Director, Polygon Magazine (2003 – 2004)

Knoxville, TN

- Art directed, designed and produced monthly electronic gaming magazine
- Managed workflow and coordinated design staff, freelancers and printers
- Assessed and managed design needs of marketing and sales departments

Senior Designer, Asylum (2001 – 2003)

Chicago, IL

- Designed and produced various print collateral for the firm's medical, manufacturing and marketing clients
- Designed the firm's marketing, promotional and online collateral

Senior Designer, ZuluSports, Inc. (2000)

San Francisco, CA

- Art directed, designed and produced graphics for an online portal site
- Developed production and workflow process for editorial graphics creation
- Assessed and managed design needs of marketing department and executive team

Assistant Art Director, PC Gamer Magazine (1998 – 2000)

San Francisco, CA

- Designed and produced monthly electronic gaming magazine
- Designed various print collateral for marketing and circulation departments

Lettering Artist Intern, Hallmark Cards, Inc. (1997 – 1998)

Kansas City, MO

- Designed typography for Hallmark's line of Seasonal cards
- Designed original typeface for Hallmark's internal type design department

PRODUCTS LAUNCHED

Treasure Quest

Visual user interface design
Web site design

Big Sea Games

Visual user interface design
Web site design

Supreme Commander:

Forged Alliance

UI visual design and production

GPGnet

Visual user interface design
Web site design

Supreme Commander

UI asset design and delivery
Visual tech tree design

Gas Powered Store

Web site design

Gaspowered.com

Web site design

Dungeon Siege II: Broken World

Web site design

Zulusports.com

Web site design

AWARDS

AAN AltWeekly Awards (2006)

Web site, 1st place

AAN AltWeekly Awards (2005)

Editorial layout, 2nd place

SPJ Pacific Northwest

Excellence in Journalism (2005)

Illustration, 1st place

Graphic Design USA Award (2002)

RSNA 2002 Advance Registration

Stanford University

Web Design Competition (2001)

1st place

Dorris Fair Carey KU Design

Scholarship (1995 – 1998)

SOFTWARE EXPERTISE

Adobe Acrobat

Adobe Flash

Adobe Illustrator

Adobe InDesign

Adobe Photoshop

Quark Xpress

EDUCATION

The University of Kansas (1998)

School of Fine Art

BFA Visual Communications