

GLINDON MARTEN

Glindon Marten is a graphic designer and musician with over 10 years of experience working for companies such as Amazon, Microsoft Xbox, RealNetworks (GameHouse) and Localism. He has extensive experience working with creative directors and clients to collaborate on a wide range of creative disciplines. Experience includes art direction, graphic design, UX design, photo art direction and production design. Glindon has created large scale websites from scratch, designed logos, illustrations, infographics, landing pages and iconography for web, console and mobile. He is also the lead singer and writer/producer for the Seattle band Asthmaboy.

EDUCATION

BA, Fine Art 2007
WWU - Bellingham
Vita Brevis Scholarship

SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Pro-Tools
Microsoft Office
Typography
Photography
CSS & HTML
XUI & LUA
Traditional Media
Guitar, Drums & Piano
Audio Engineering

MUSIC

I have written/produced two albums
with over 20,000 downloads
asthmaboy.com

CONTACT

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PROFESSIONAL EXPERIENCE

Amazon, 2013 – 2019

FTE Graphic Designer

- Art direction and design for a multitude of holiday marketing campaigns, including page design, UX layout/navigation, illustrations, style-guides, and product photoshoots.
- Lead designer for logos/branding, photoshoot art direction, style-guides, clothing tags, product web pages, illustrations and more for Amazon Private Label.
- Art direction for logos/branding, landing page redesign, photoshoot art direction, style-guides, product web pages, illustrations and more for Amazon Launchpad.
- Designed logos, branding and identity for various Amazon products and services including the Amazon 3D print store
- Created Illustrations and designs for Amazon packaging tape, shipping stickers, and storefront advertising for products such as Amazon App and Amazon Destinations.
- Designed Amazon Storefront and Product web pages for clients such as DPReview and Computers & Hardware
- Collaborated on extensive advertising campaign redesigns for various departments such as Outdoors, Wearable Tech and DPReview

GameHouse (RealNetworks), 2011-2013

Graphic Designer

- Illustrated hundreds of badges for our social gaming platform
- Led and created all marketing collateral for our Casual Connect Expo presence
- Designed logos and product branding for subscriptions services such as FunPass and FunTicket
- Created landing page designs and subscription page storefront designs and illustrations
- Collaborated on designs for email marketing campaigns and illustrations for multiple online gaming contests

EXPERIENCE CONTINUED

Xbox (Microsoft), 2009-2011

Studio Artist

- Designed custom “Slot” illustrations and designs for product promotions, subscription products and new AAA game launches
- Designed landing pages, console interactive billboards (BDEs) using LUA and XUI
- Created logos for events and products such as X-10 and Avatar collections
- Created and designed parallax animations using XUI (Flash)

ActiveRain, 2008

Art Director

- Redesigned logos, branding and identity for ActiveRain and Localism (a neighborhood encyclopedia)
- Redesigned every page of ActiveRain from the ground up
- Led a small design team
- Worked directly with the CEO to create a brand new website IP to full realization (Localism)
- Designed advertising campaigns for web and print
- Created various icons and illustrations

Microsoft Dynamics, 2007

UX Designer

- Collaborated with art director to refine and update the Dynamics CRM customer sign-up flow
- Helped to design a contextual help system and knowledge base to assist customers
- Participated in extensive usability studies
- Designed icons, animated gifs, and procedural illustrations
- Collaborated to create Microsoft’s first Facebook App to allow sharing of digital business cards, also designed various options and styles to the cards
- Created red line documentation for widgets and page designs