

ADAM FOGG

DESIGNER

Having worked in various roles within the Web industry for over a decade, I've been fortunate to experience almost every phase of the creative and process. My broadened skill set lends itself to my passion for taking an idea and creating impactful visuals that are intriguing as they are functional.

EXPERIENCE

Art Director (Disruptor Beam, Framingham MA, Jan 2015 – Oct 2017)

As an Art Director in the Marketing Team my responsibilities included:

- Leading creative execution of visual aspects of branding for marketing and all game properties.
- Creating marketing assets such as key art, trade-show booths, print, banners, animations, rich media, app store assets, videos, and other branded materials.
- Designing and developing emails and web sites.
- Enhancing and optimizing in-game store shopping experiences, as well as mobile game interface design.

User Experience Designer (Turbine, Needham MA, Sep 2012 – Nov 2014)

As a UX Designer in the Web Team, my duties included the creation of user interfaces for web, mobile, and in-game. I was responsible for gathering requirements, presenting, and collaborating with the team and stakeholders. Additional tasks included creating sitemaps, wireframes, personas, and interactive prototypes.

Front-end Web Developer (Turbine, Needham MA, Sep 2011–Aug 2012)

I was the Front-end Developer on several web projects at Turbine, as well as graphic design support for the Web Team.

Designer (Turbine, Needham MA, Apr 2009–Aug 2011)

As a Designer on the Marketing Team, my role was to create banner ads, emails, Flash-based rich media, and web pages.

Lead Developer (NeighborhoodScout, Woonsocket RI, Jul 2008–Jan 2009)

At NeighborhoodScout I was responsible for all front-end web development (utilizing XHTML, CSS, Javascript, AJAX, XSL, and XML). My other responsibilities included creating a Flash-based map interface using the Google Maps API, and designing new page layouts and graphical assets for the site.

Lead Web Developer (Staples, Framingham MA, Aug 2003–Jul 2008)

My role on the Marketing Team at Staples included creating various web sites, Flash-based rich media, emails, and internal tools. As a lead, I was also responsible for project assignments and training junior team members.

SKILLS

Graphic Design
Branding and Marketing
Web Design
Trade Show Booths & Displays
Print Design
User Experience (UX/UI)
Presentation Design
Mobile and Web Advertising
App Store Asset Design
Front-end Web Development
Email Design and Development
Social Media
Video Production
2D Animation
Hardware & Software Troubleshooting
Source Code Management
Server Management

TOOLS & TECH

Photoshop
InDesign
Premiere
Illustrator
HTML5
CSS3
JavaScript
WordPress & Various CMSs
PHP
SQL
Unity
Flash/ActionScript
Microsoft Office

CONNECT

Portfolio: behance.net/adamfogg
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More Info: linkedin.com/in/adamfogg