

## CONTACT

✉ creightonc@gmail.com

🌐 linkedin.com/in/creightonchamberlain

🖥 creightonchamberlain.com

## UX/UI & VISUAL DESIGN SKILLS

Design Fundamentals: Visual Hierarchy, Typography, Color Theory, Layout and Grid Systems.

UI/Interaction Design: Interaction Design, Micro-interactions, Responsive Design, Mobile App Design, Motion Design, Information Architecture.

UX Process: Wireframing, High-Fidelity Prototyping, Usability Testing, User Research, User Flows, Customer Journey Mapping, A/B Testing

Design Systems: Design Systems, Component Libraries, UI Components, Design Tokens, Accessibility (WCAG)

## MARKETING & ART DIRECTION

Strategy & Branding: Brand Identity Design, Creative Direction, Brand Guidelines Development, Concept Development, Visual Storytelling

Campaign & Production: Marketing Collateral, Social Media Graphics, Integrated Campaigns, Print Production, Pre-press Preparation, Asset Management

Creative Leadership: Team Leadership, Project Management, Vendor Coordination, Art Direction

## TOOLS & SOFTWARE

Design Tools: Figma, Sketch, Adobe Creative Suite (Photoshop, Illustrator, InDesign)

Prototyping & Motion: Framer, After Effects, Figma Make, Claude Code

Collaboration & Project Management: Jira, Asana, Slack

Basic Technical Skills: HTML/CSS/JS knowledge, React, D3.js, Storybook

## CERTIFICATIONS

Smartsheet Certification  
Pragmatic Certifications

# Creighton Chamberlain

## DESIGN LEADER | UI/UX & BRAND | CYBERSECURITY

Seattle, Washington, United States

## Summary

Design for products and marketing using research and user-centered practices for thoughtful experiences and predictable design systems.

- Extensive experience with marketing design for branding, digital channels, and tactics
- Validated designs through prototyping, customer feedback focus groups, and telemetry
- Comfortable with management or as high-level independent contributor

## Experience

### EXTRAHOP

7 YEARS 6 MONTHS

#### Principal Visual Designer

MAY 2023 - FEBRUARY 2026 (2 YEARS 11 MONTHS)

Seattle, WA

UI design and Design System Leadership. UX workflows for product features.

Branding for appliances, packaging, and configuration. Provided visual design leadership for cross-functional teams. Responsible for building and maintaining the design system.

#### Sr. Visual Product Designer

OCTOBER 2018 - MAY 2023 (4 YEARS 8 MONTHS)

Seattle, WA

Creating the in-product brand and user workflows for an industry-leading NDR security product. UX/UI hybrid role on the PM/UX team. Diagrammed detection attack background for documentation. Designed for internal and customer facing presentations.

### KIAROSKURO

#### Founder

JULY 2017 - SEPTEMBER 2018 (1 YEARS 2 MONTHS)

Seattle, WA

Created a design consultancy serving clients across the country in digital, print, and application design/prototyping.

### REVEL CONSULTING

#### Funko Account-UX/UI Consultant

JANUARY 2017 - JUNE 2017 (6 MONTHS)

Seattle, WA

Brought Funko, a national manufacturer of collectibles and pop culture items, to a new Ecommerce platform. Created customer purchase funnels and workflows.

### SMARTSHEET

#### Associate Creative Director

AUGUST 2014 - JANUARY 2017 (2 YEARS 6 MONTHS)

Bellevue, Washington

Built a marketing design team to tell the story of an awesome product. Redesigned a large-scale content-source site to funnel customer personas and aligned the community forums, training site, social, and campaign landing pages to a single brand vision.

## PETER MAYER

### Sr. Interactive Art Director

APRIL 2011 - JULY 2013 (2 YEARS 4 MONTHS)

New Orleans, LA

Lead the digital design team on the Centurylink account. Provided organization and mentoring on user workflows and visual design. Provided team leadership for integrated campaigns for broadcast and digital tactics. Was responsible for extension digital work (landing pages, email and social media) on the account. Worked with internal and external stakeholders throughout the process.

## EMC

### Contract Sr. Art Director

JULY 2010 - DECEMBER 2010 (6 MONTHS)

New York, NY

Created UX for BarclayCard's digital wallet smartphone application for the European market. Used user-centered design processes - persona creation, affinity mapping, user journey and experience architecture to wireframes and the final product.

## RAZORFISH

### Contract Senior Art Director

MAY 2009 - JUNE 2010 (1 YEAR 2 MONTHS)

New York, NY

Digital properties (website and brand channels) and media work on Mercedes Benz, Unilever and TIAA-Cref accounts. Worked closely with Creative Directors and Project Managers to ensure the expectations of the client were met and exceeded while remaining on budget. Expanded social media capabilities in a year of large social media focus for the agency.

## C2 CREATIVE

### Art Director

OCTOBER 2006 - APRIL 2009 (2 YEARS 7 MONTHS)

New York, NY

Lead the interactive team from concept, UX and design to implementation. Handled a multitude of simultaneous projects from websites, digital marketing tactics and creation of applications. Met with clients and helped develop their creative vision. Organized and staffed the department. Clients Included: Bank of America, Hasbro, Sauza, CBS, Unilever, Fox, National Geographic, Outdoor Channel, Boru Vodka, Interactive Data, Artistic Tile and Hershey's

## PLUS ONE

### Lead Design

2002 - 2006 (4 YEARS)

New York, NY

Created and maintained the identity of the wellness (fitness and spa) company, whose clients were Fortune 500 companies and 5-Star hotels. Designed all of the materials used for business development including kiosks, banners and magazine advertisements. Provided UX design and visual design all of the interactive products, digital properties and e-mail. Many products required branded personalizations for: Merrill Lynch, Goldman Sachs, WaldorfAstoria, Bear Stearns and Morgan Stanley

## ULTRA 16

### Designer

JANUARY 2001 - JANUARY 2002 (1 YEAR 1 MONTH)

New York, NY

Design and developed web based projects. Created design directions, logos, and developed online branding identities. Worked as the intermediary between the IT department and the design department. Continued with development of projects into coding and final deliverable package. Clients Included: Sony, Rykodisc, Y&R and MyFitnessExpert.com

**PITTARD SULLIVAN**

Jr. Designer

AUGUST 2000 - JANUARY 2001 (6 MONTHS)

New York, NY

Worked with teams as a design and production roll through out all phases of projects. Demonstrated knowledge in current web technology and tools. Took initiative in educating and providing current technology support for strong work ethic, understanding current web technology, and capacity to provide innovative solutions for projects.

**JOBSOFT**

Designer

FEBRUARY 1997 - JULY 2000 (3 YEARS 6 MONTHS)

Murfreesboro, TN

A linux based, custom software company whose main role was to create web applications and web sites ranging from portals to brochure sites. Responsible for all of the design for the interfaces and maintained the experimental linux web server.

---

## Education

BFA, Graphic Design