Jason Gamber

06 49 810 983
jasonblacklion@gmail.com
Alkmaar, NL

UI designer with an illustration and graphic design background. Main focus points are solutions to problems that are also inspirational and visually effective. Fulfilled client needs with skills at branding, prepress layout and conceptual illustration and looking to combine those proficiencies into compelling UI design.

- **behance**
  www.behance.net/Jasongamber

- **Linkedin**
  www.linkedin.com/in/jason-gamber/

- **portfolio**
  www.jasongamber.com

Skills and Tools

Software

- Adobe
  XD
  Illustrator
  Photoshop
  After Effects
  Indesign
  Acrobat Pro DC

- Figma
- Invision
- SketchUp

Skills

- Wire Framing
- User Personas
- Graphic Design
- Illustration

Education

Career Foundry 2021

Intensive UI/UX Desgin program, all project-based training with a focus on UI Design Animation. Project is featured on Career Foundry Website.

Portland Community College 2019

Auto CAD Program - CAD and CAD Inventor tech program with a focus on techinical drawings and designs.

Professional Experience

Visual Designer
Creative Adventure Concepts . Portland Oregon . 11/19 - present

- Authored components and style guides to establish visual standards for graphics installations in healthcare.

- Modeled graphic design and illustrative solutions to develop artistic styles, elements and themes for the patient experience.

- Achieved overall design works, digital assets and print ready files.

Freelance Graphic Design / Illustration / Image Editor
Self Employed . Portland Oregon . 07/13 - present

- Brainstormed with clients to establish a creative solution to enhance thier business for their clients and them as well.

- Transformed branding guidelines for clients including logos, color selection and mock ups.

- Brainstormed in tandem with digital and traditional illustration to establish succinct assets, motivations and inspiration.

Graphic Designer, Image Editor
Henco Corp . Asheville North Carolina . 11/15 - 04/17

- Derived with a production team on transforming original artworks onto archival paper utilizing Adobe software.

- Strategized several scans of large artworks into smaller printable files including matching colors and shades for market sales.

- Communicated finished presentations to customers through feedback, iteration and prototyping to achieve the highest quality prints.

Projects

UI Immersion Project
Bike Breeze App . 10/21

- Designed a custom list generating app for cyclists that helps the user develop lists specifically for certain types of bike rides. Developed the UX parameters including user personas, user testing, JTBD and MVP. Followed through with UI design from scratch into a fully functional app mock-up ranging from low to mid to hi-fidelity wireframes.

UI Immersion Project
Civis App . 9/21

- Created an app for urban exploration that mimics the same experience as a hiking app. Imagined the user interface design which includes user flows, wireframes, prototyping and polished interface. This also includes user experience which entails user testing and analysis, JTBD, success metrics and MVP iteration.