

Mike Tess

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SKILLS

As time moves on and technology evolves, the applications and methods used to communicate ideas and breathe life into a project are constantly in flux. While the list of applications has changed over the years, the one's below represent my current arsenal of apps and skills:

- Adobe Creative Suite
- Wordpress
- WooCommerce
- HTML/CSS/Javascript
- Tumult Hype
- Keynote
- Microsoft Office
- Illustration

EDUCATION

B.A. in Fine Arts/Graphic Design
University of Wisconsin-Milwaukee
1995-2000

PORTFOLIO

miketessworks.com

PROFESSIONAL PROFILE

Effective and influential graphic design is everywhere, yet many people take it for granted. The process of achieving that level of design isn't always easy and never linear, and creative solutions can come in many forms. As the co-owner and lead designer at Brass Creative for 20+ years, I've worn many hats and produced a mountain of online ad campaigns, video and motion graphics, along with website design and development, UX design, game/app development, brand identity, print collateral and product design. Beyond my design responsibilities, I've served as the project manager or project lead on dozens of projects along with print production, website maintenance and server configuration.

ARE YOU EXPERIENCED?

Co-Owner and Lead Designer at Brass Creative L.L.C. Denver CO, 2003 - Present

From 2003-2005, I produced online ad campaigns which regularly included flash banners and rich media, as well as game and app development for a variety of movie studios and media companies in the entertainment industry. During this time when the web was still wild, we also created immersive website experiences with flash animation, along with custom audio and video.

From 2005 on, my partner and I produced large scale ad campaigns for Sony Pictures Home Entertainment along with a handful of smaller clients. We were regularly tasked with generating fresh ideas and concept development along with producing the cornerstone items of each campaign. We quickly developed the ability to produce top quality work while operating under extremely tight timelines and incorporated a "whatever it takes" approach to get the job done right and delivered on time. I managed projects regularly and coordinated with team members and vendors to ensure all campaigns were wildly successful while maintaining the highest standards.

In the last several years, we shifted our focus towards helping organizations and individuals across a wide variety of industries. This has allowed me to diversify my skillset even further - developing brands, managing and configuring International eCommerce stores and producing video content for clients in the AI/Spatial Intelligence industry. This new direction has not only allowed me to flex my creative muscle, but has energized and reinvigorated my love for design and working alongside others to realize their vision and help them achieve their business goals. I still maintain a great relationship with Sony Home Entertainment and produce ad campaigns and social assets for new releases and anniversary titles.

Junior Designer at RA Studios - Rockwell Automation Milwaukee WI, 2000-2003

As a young and hungry print designer working for a large corporate entity, I quickly learned to be detailed in everything I did, and the importance of serving the client above all. I developed print collateral for internal and external clients, standards manuals for employees and engineers, presentation graphics, multimedia presentations and promotional collateral for our studio.