

ARTONKABASHI

UI/UX • MOBILE • WEB • STRATEGY

Profile

A pixel-perfect UI/UX Designer who takes great pride in creating visually stunning designs. Arton has the talent and ability to be able to quickly understand complex client requirements and then come up with simple and logical solutions. He has the creative flair, originality and strong visual sense needed to satisfy the requirements of the most demanding of clients. On a personal level he is eager to take on new challenges in order to progress his career even further.

KEY SKILLS AND COMPETENCIES

- Experience of working with a variety of well-known clients.
- Can maintain effectiveness and focus in a fast moving and changing environment.
- Proficient in Adobe Creative Suite, advanced in Illustrator and Photoshop.
- Meticulous attention to detail.
- In-depth knowledge of typography and color matching.
- Working experience of platforms such as HTML5 & CSS3.

Career Development

GREEN GLOBE – LOS ANGELES, CA

2013 – PRESENT

CREATIVE DIRECTOR/ MOBILE & WEB UI/UX DESIGNER

Responsible for researching, presenting, documenting and evolving all web & mobile products. This includes but is not limited to brand definition, prototyping, wire framing, style guides and timeline development for version releases.

- Preparing and successfully pitching designs both internally & externally to

clients.

- ▣ Designing prospectuses, brochures, websites, posters, adverts & exhibition graphics.
- ▣ Liaising with stakeholders and marketing teams on project requirements. Giving support and advice to colleagues on a wide range of Graphic Design processes.
- ▣ Involved in the creation and development of new designs and visual concepts, across a broad spectrum of styles.
- ▣ Working across a wide variety of digital and print projects.
- ▣ Designing graphics to a client's precise requirements and brief.
- ▣ Creating and maintaining graphics for company websites.
- ▣ Preparing files to print and then sending them to the printers.
- ▣ In charge of the creative aspects of a project.

KUAPAY – SANTA MONICA, CA

2011 – 2013

GRAPHIC / WEB / UI & UX DESIGNER / PRINT

Heading up all creative and product development for mobile, web and print. Designed all versions of the mobile application complete with logic flow and standards compliance for iPhone, Android and Blackberry. Utilized multiple unique and visionary concepts to improve and make projects more intuitive.

- ▣ Managed all creative needs for growing startup that expanded from 1 – 10 employees to over 50 in one year, spanning 3 countries worldwide.
- ▣ Designed and coded initial web personality with multi language support to be integrated with database.
- ▣ Regularly worked closely with growing engineering teams to implement new concepts and features over aggressive timelines.
- ▣ Conducted meetings to collect engineer, market and user feedback to design more intuitive mobile versions and improve UI and UX.
- ▣ Created sales and marketing strategies to help evolve the brand and generate more engaging interaction for both user and merchant.

Beverly Hills, CA

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PETER SCHICK FOUNDATION – SANTA MONICA, CA 2008 – 2011

WEB DESIGNER/ DEVELOPER/ SEO/ MARKETING

Serving as a web development and overall collateral lead for the foundation and consistently generated new media, websites, presentations, print material and ads for varied usage at the foundation.

- Helped foundation raise money by utilizing relevant web technologies.
- Designed a protocol specific web portal for the research and maintenance of varied studies.

CITYINTERNET – SANTA MONICA, CA

2006 – 2008

WEB DESIGNER/ MARKETING

Serving as a web designer and developer for varied clients with a plethora of stylistic and design concepts that they wish to have captured and represented via the web. Responsible for implementation of all search engine related initiatives; such as Search Engine Optimization, Search Engine Marketing and Social Media Optimization.

- Designed multiple websites for unique customers with exacting themes.
- Applied varied SMO, SEO and SEM campaigns to increase client visibility and gross revenue on average of 35%.
- Created custom characters, graphics and templates for future consistent usage by the company.

FADIL BERISHA – NEW YORK, NY

2004 – 2006

HIGH-END RETOUCHER

Worked closely with high profile commercial photographers, art directors, photo editors, artists and celebrities.

- Handled high-end photo retouching for print advertising, retail displays, and marketing materials
- Performed color correction, compositing, image manipulation, artistic enhancement and photo illustration

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- Revised and rendered 3-D artwork, seamlessly merging it with photography for print ads and concept art

Education

AS, Digital Media & Communications, Katherine Gibbs, 2004

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