

ADAM SCHIRMER

Experience Designer

EDUCATION


Bachelor's Degree - Digital Design
University of Cincinnati, Ohio
College of Design, Architecture,
Art and Planning

SKILLS

Sketch
Invision Prototyping
Adobe Photoshop
Adobe Illustrator
HTML/CSS Knowledge

INTERESTS

Videography
Motion Design
Animation
Digital Painting

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JOB EXPERIENCE

2018 - Present

VMLY&R

Design of e-commerce experience from shop to cart. Collaborate with the team in a fast-paced, agile environment to develop customer-centered solutions. Assist user testing with the aid of Invision prototypes. Demonstrate flexibility and openness to learn from testing and improve designs to better serve customer needs.

2016 - 2018

FREELANCE/CONSULTING

Design for web and print, social media and display ads. Work ranged from landing page design for Paycor to signage for a local rain garden.

2015 - 2016

AXCESS FINANCIAL

Collaborated with marketing team to create promotional emails, display ads and landing pages. Concepted ways to improve the brand to better speak to the customer.

2013 - 2015

INDUSTRY IN VIEW

Design of a social media platform targeted at musical, visual and performance artists. Created print materials for events including SXSW and The New York Musical Theater festival. Light video and motion graphics work for promotional materials as well as Invision prototypes for investor presentations.

2010 - 2013

SCHAEFFER'S INVESTMENT RESEARCH

Design of first mobile experience for the company. Assisted the marketing team with regular site updates, landing pages, display ads and printed materials for trade shows.

2010

BRIDGE WORLDWIDE

Supported P&G Everyday Solutions with graphics updates to the site, layout of promotional landing pages and monthly emails.

2008 - 2009

TOUCHSTONE

Design of e-commerce experience for the sale of company branded merchandise to their employees. Created interactive presentations to support client pitches.

2007 - 2008

PROCTER & GAMBLE

Worked closely with the R&D department using 3D software, video and image manipulation to create virtual variations of products to test with consumers through interactive experiences.