

# Tim Garret

Graphic Designer with 14+ years experience creating successful, well-conceived visual communications, targeted to reach specific audiences.

## SPECIALTIES

magazine articles, marketing collateral, print advertisements, branding and identity, logos, art direction, photo-illustration, pre-press, color correction, press checks, online research, project oversight, constructive design critiques, Photoshop, InDesign, QuarkXPress, Illustrator, Acrobat, \*Dreamweaver, \*CSS, \*XHTML, \*hand-coding

## EXPERIENCE

### **Nintendo of America Inc., Redmond, Wa**

2001-2007 Senior Graphic Designer

1996-2001 Graphic Designer

Designed engaging magazine articles for 135+ issues of Nintendo Power Magazine, a successful monthly gaming magazine with an average circulation of 350k. Designed Nintendo Player's Guides and print advertisements. Provided suggestions that improved the pre-press and production process. Conducted research for the editor and art director. Occasionally assisted Nintendo.com with web related tasks.

### **Beyond Wiz Kid, Seattle, Wa**

1993-1995 Graphic Designer

Designed a wide range of communication products for this very small graphic design agency. Often worked directly with clients and vendors.

### **KAET Channel 8 Public Television, Tempe, AZ**

1990-1992 Graphic Designer (Part-time)

Designed print advertisements, marketing collateral, and video packaging prototypes.

## EDUCATION

### **Arizona State University, Tempe, AZ**

1991 - BS in Industrial Design

### **Art Center College of Design, Pasadena, CA**

Summer 1989 - Courses in Perspective Drawing & Lighting Theory for 3-D Design

## PORTFOLIO

[www.designrelated.com/portfolio/timgarret](http://www.designrelated.com/portfolio/timgarret)

## RECOMMENDATIONS

[www.linkedin.com/in/timgarret](http://www.linkedin.com/in/timgarret)

## CONTACT

[tim.garret@gmail.com](mailto:tim.garret@gmail.com)

\*Rudimentary ability to write web standards compliant code