brock holt
78 Tallwood Rd.
Jacksonville Beach, FL 32250
904.535.9447
brock@brockholt.me

PROFILE:
I am a classically trained graphic designer. Throughout my career I've applied my training across the ever-evolving media landscape to deliver for employers and clients. I've worked in print, multimedia, motion graphics, Web, digital, UX/UI and video. I've mastered most of the industry software and I'm comfortable on both Mac and PC. I have led creative teams, produced as part of a team, and delivered on solo projects. I've managed creative development, project timelines, budgets, and deliverables. I've worked nationally and abroad. I've also shared my knowledge teaching college level courses in graphic and Web design.

WORK:

• Graphic Designer | More Than Ink | Jacksonville, FL (10.11.2021 - 6.14.2022)
Managed graphic design and preflight production for large format printing. Client liaison through all phases of project from concept and design to print.

• Freelance Designer | Jacksonville Beach, FL (07.15.2008 – 10.11.2021)
Projects include print, Web/digital and DVD design for various clients including Kemper Insurance, Wolf & Missile, Songlinkr, PGA TOUR and LogoXpress. Work closely with clients through all phases of the project: concept, creation/implementation, testing, and launch. Project management includes project quotes, timelines, and delivery within budget. All projects are built using the Adobe Creative Suite of products.

• Creative Director | BoomClient | Jacksonville, FL (06.15.04 - 07.15.08)
Responsibilities included creation and overseeing of UX/UI and graphic and screen design, motion graphics, video production and editing, animation (2D and 3D), photography, packaging and supporting print collateral. I worked closely with programmers on data driven sites. Primary client liaison through all phases of project: concept, creation/implementation. Interviewed and hired 3rd party necessary vendors.

• Creative Director | Fuse Media | Atlanta, GA (08.01.99 - 06.15.04)
Responsible for the creation and production of all interactive work, including UX/UI, motion graphics, video production and editing, audio production and editing, animation (2D and 3D), photography, packaging and supporting print collateral. The finished products were output to a variety of media and mediums including print, web, CD, DVD, and video. Created timelines for deliverables and was responsible for project quotes and budgeting.

• Interactive Designer | BANG Interactive | Atlanta, GA (02.15.96 - 07.30.99)
Led and assisted design and production teams for web and CD projects. Responsible for graphic design/screen design, motion graphics, video production and editing, audio production and editing, animation (2D and 3D), photography, packaging and supporting print collateral. I assisted with project quotes and project deliverable timelines.

• Interactive Designer | HyperInteractive | London, UK (06.15.94 - 02.01.96)
Assisted in the creation and development of many interactive projects, including the D&Ad Awards CD and Web site, and the Mars Candy Web site. I also created a variety of identity packages for clients ranging from telecom to paper companies.

EDUCATION:
• SCAD, Atlanta GA (formerly Atlanta College of Art) - BFA - Communication design
    Major: graphic design/communication design. Photography and print making were secondary focus.
• School of Visual Arts, NY NY
    Concentration on computer graphics, video and photography.

SKILLS:

• Illustrator	• Photoshop	• InDesign	• After Effects	• Premiere Pro
• Media Encoder	• Audition	• Cinema 4D	• ProTools	• MS Office