John Mumbower

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Work Experience

AbelsonTaylor
Senior Lead Art Production Artist
January 2007-Present

- Oversee digital and print deliverables, including direct mail, convention panels, packaging, social media posts, websites, emails, ads, CVA's, prototypes, and 3D renders
- Utilize Adobe DPS, Photoshop, Adobe XD, Figma, Origami, Fantastic Fold, Adobe Blender, 3D Stager, and other applications to create interactive elements, prototypes, and realist 3D product renderings
- Provide oversight of the work conducted by the team and perform other supervisory duties in the supervisor's absence
- Create banner ads in After Effects
- Create schematics for file construction
- Wire-frame and prototype with After Effects and Adobe XD

Art Production Artist
January 2009-January 2012

- Develop supporting materials and assist in concept development
- Maintain, organize, and release common assets
- Ensure internal workflow processes are followed based on brand standards

Junior Art Production Artist
September 2007-January 2009

- Work collaboratively with the creative team to develop and execute ideas to create artwork of the highest standard within brand guidelines and the client's standards
- Keyline provided layouts, including setting up files in a print-ready layout, constructing die-lines, building charts/graphs, photo retouching, building logos, icons, and other supporting assets
- Work closely with the design team to implement changes on time while demonstrating the ability to identify and solve production/construction issues

ChiTown NFTs/Board Uplander Club (BUC)
Graphic Designer/Owner
December 2021-Present

- Designed and created NFTs and AR experiences using a combination of 2D and 3D digital art techniques
- Collaborated with block-chain developers to ensure that my NFTs were properly minted and listed on various marketplaces
- Promoted my NFTs on social media and through various online communities to drive sales and increase my online presence
- I collaborated with businesses to facilitate proof-of-concept for their integration into the Web3 realm, connecting real-world assets with the metaverse

MumboJo Design
Graphic Designer/UI Designer/Owner
May 2003-Present

- Work with clients to create a variety of material, including business identity, flayers, brochures, logos, direct mail, t-shirts, menus, invitations, signage, truck wraps, banner ads, email blast, websites, video editing, convention booths, social media posts, interactive PDFs, UI prototypes, 3D models, and AR experiences
- Develop wire-frames, user flows, navigation maps, clickable prototypes, design systems, and design assets
- Meet with clients to determine marketing and design vision, scopes of work, budgets, and deliverables time frames

Education

Dominican University
BA-Graphic Design

Minor-Business Administration

California Institute of the Arts
UI/UX Design Certificate

Linkedin Certificates
www.linkedin.com/in/johnmumbower/