

JAMESON CAMPBELL

VISUAL COMMUNICATION DESIGN

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Education:

KENT STATE UNIVERSITY
Bachelor of Fine Arts in
Visual Communication Design
GPA: 3.43
August 2005 – December 2010

Technical Skills:

SOFTWARE:
Photoshop.....ADVANCED
Indesign.....ADVANCED
Illustrator.....ADVANCED
iLife.....ADVANCED
Microsoft Office.....ADVANCED
Final Cut Pro.....INTERMEDIATE
Flash.....BASIC
After Effects.....BASIC

WEB:
HTML.....BASIC
CSS.....BASIC
Dreamweaver.....BASIC

HARDWARE:
Mac.....ADVANCED
PC.....INTERMEDIATE
Linux.....BASIC

Other Training

APPLE PRODUCT PROFESSIONAL
Apple Sales Training Online
2008 – Present

Experience:

KSU APPLE STORE – SALES AND TECHNICAL HELP REPRESENTATIVE
June 2007 – Present

DUTIES AND RESPONSIBILITIES:
At the KSU Apple Store, I am a sales representative helping parents and students who are looking to purchase any of Apple's product lines through our online purchasing site. I sell the require Adobe Creative Suite and other software to KSU Students for the Macintosh line. I also help with any technical issues or possible in house repairs regarding student's computers, iPods and any of the Adobe Creative Suite Programs.

UNDERGRADUATE STUDENT GOVERNMENT – STAFF DESIGNER
August 2008 - Present

DUTIES AND RESPONSIBILITIES:
Part-time employee as an in-house designer at the Undergraduate Student Government working with Student Senators and Directors to promote their efforts and events they host through out the school year. This includes flyers, posters and ads that run in the campus newspaper.

EB GAMES/GAMESTOP – GAME ADVISOR/THIRD KEY HOLDER
March 2003 – July 2007

DUTIES AND RESPONSIBILITIES:
Opened the store and closed several days a week, organized the store's inventory and sales floor, placed marketing in addition to sales as a part-time employee.

Activities and Interests:

Enjoy collecting and making designer toys. Made by companies like Shawnimals and Kidrobot, these designer toys are a customizable plush or vinyl form in which to use as a creative canvas using various methods of design. Items in these lines include Plush-form, Ninjatown, Munny, Dunny, Capee, and Things That Hurt.

I also enjoy printmaking, using various lead and wood type. Experimenting with different methods of using letter press machines, as well as exploring techniques with inking and images, are some of the more interesting aspects of being able to handmade designs and the catalyst to my interest.

Photography has also always been personal investigation of mine for many years. Using a darkroom and processing my 35mm film and developing my photographs is something I appreciate and miss having it more available. Even in the advent of digital photography, and like Ansel Adams, I believe that the best photography is done with the camera with minimal post processing.