

simeon poulin

347-426-8492

simeonpoulin.com

simeon@simeonpoulin.com

pertinent skills:

- Experience communicating with a variety of clients in both team and individual environments
- Effective problem solving skills pertaining to a wide variety of visual communications
- Skills establishing and maintaining both team and client relationships
- Strong project management experience

relevant experience:

Victoria Vesna, Ph.D. | Research Assistant

New York, NY | September 2009 - Present

Responsibilities Included:

- Establishing a framework for online collaborative education between UCLA and Parsons using Wordpress Multi-User running BuddyPress
- Assembling a streaming video kit for events at Parsons and the New School
- Directing and editing streaming video in real-time using multiple cameras and sources

'mktg' | Design Consultant

New York, NY | June 2008 - August 2008 (contract)

Responsibilities Included:

- Design Direction on corporate web-site redesign
- Coordinating with design agency to implement new identity
- Overseeing the production of new collateral

Guideline | Creative Director

New York, NY | August 2006 - June 2008

Responsibilities Included:

- Lead design and production of all print and web/email-based materials
- Preparing all artwork for prepress and production
- Coordinating all stages of print production and managing all print vendors
- Responsible for quality control of printed and web-based marketing materials

Wieden + Kennedy | Studio Artist

New York, NY | August 2005 - March 2006 (contract)

Responsibilities Include:

- Working directly with Art-Directors and Creative Directors to produce print material for multiple campaigns as well as for client presentations
- Producing artwork to be utilized for concepting and campaign development

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The Corporate Executive Board | Graphic Design Specialist

Washington DC | May 2004 - May 2005

Responsibilities Included:

- Producing executive-level research publications from concept to completion, including layout and custom graphics
- Managing multiple projects and delegating work to team members to ensure timely turnaround
- Designing internal and external marketing and promotional materials
- Coordinating with Print Production and Web Services teams to maintain tight deadlines and ensure quality

software and code:

Adobe CS4, Final Cut, Flash/FLEX/AS3, HTML, CSS, Javascript, PHP/MySQL, Max/MSP/Jitter, Ableton Live

education:

Parsons, The New School for Design: Communication Design and Technology Department

MFA Candidate, Expected Graduation Date: May, 2010

Areas of Focus: Game Design, Interactive Design, Video and Motion Graphics for the Web

Notable Achievements:

- Selected as one of five students to teach Web Design to incoming first-year MFA Students
- Was hired by the Dean to act as a Teachers Assistant during a one-month, department-wide project in Beijing and Shanghai, China during the summer of 2009
- Worked within the department to design and develop the iPhone application, "Mannahatta, the Game" - In conjuncture with the Mannahatta Project and the Wildlife Conservation Society

New York University: School of Continuing Education | July 2007

Courses Included: Creative Strategies

School of Visual Arts: School of Continuing Education | September 2005 - December 2005

Courses Included: Art-Direction Portfolio Development

BFA-Virginia Commonwealth University | December 2001

Courses Included: Graphic Design 1,2,3,4, Typography 1,2,3, Web-Design, Interactive Design, Print Mediums, Color Theory, Creative Strategies, Art Direction