



SEE MY REEL & EXAMPLES OF MY WORK AT MY WEBSITE: WWW.MAYMARDESIGN.COM

Creative Director | Art Director | Animator

Jake Maymar has over 15 years of professional experience in advertising, motion graphics, mobile and interactive design, working for nearly 10 years as a creative director. He has worked for industry-leading firms such as 1080--formerly Match Frame--and frog design, producing innovative motion graphics and interactive experiences. He has created unique visual communications for a diverse group of clients including General Electric, Apple Computer, Microsoft, Disney, Coca-Cola, Motorola, IBM, Hewlett-Packard, Limited Brands, Verizon, T-mobile, Samsung, Cingular Wireless, Dell, PayPal, Sun Microsystems, Ford Motor Company, SAP, University of Texas and Alamo Drafthouse. He received a Bachelors of Fine Arts in Visual Communications, with a specialization in interactive design, from Texas State University.

WORK EXPERIENCE

11.02-Present
Maymar Design

Founder / Creative Director

Manage a team of creatives to develop concepts, scripts, look and feels, and storyboards for web, broadcast, print and mobile projects. Manage a team of programmers to develop wireframes/architecture and technical specs for applications, demos and mobile games. Generate concepts, content, flow charts and storyboards for web, broadcast, print and mobile projects. Design motion graphics projects including user interfaces, animated websites and video.

10.05-01.09

NAKA media

Founder / Creative Director

Manage a team of creatives to develop concepts, scripts, look and feels, and storyboards for web, broadcast, print and mobile projects. Manage a team of programmers to develop wireframes/architecture and technical specs for applications, demos and mobile games. Generate concepts, content, flow charts and storyboards for web, broadcast, print and mobile projects. Design motion graphics projects including user interfaces, animated websites and video.

11.99-11.02

frog design

Motion Graphics Designer

Generated concepts, content, flow charts and storyboards for web, broadcast, print and mobile projects. Designed motion graphics projects including user interfaces, animated websites and video.

1.98-11.99

Match Frame

Creative Director of New Media

Managed a team of creatives to develop concepts, scripts, look and feels, and storyboards for web, broadcast, print and CD ROM. Managed a team of programmers to develop wireframes/architecture and technical specs for demos. Generated concepts, content, flow charts and storyboards for web, broadcast, print and CD ROM. Designed motion graphics projects including animated websites and video.

1.97-1.98

BEA Innovations

Graphic Designer and Technical Assistant

Designed and executed websites and print collateral.

1.95-12.96

Alchemy Interactive

Graphic Designer

Designed and executed interactive CD ROMs.

1.94-12.94

Inmar Interactive

Graphic Designer

Concepted, designed and executed interactive experiences.

EDUCATION

BFA in Communication Design from Texas State University (1997) GPA 3.5

COMPUTER EXPERTISE

3D Max, Cinema 4d, Apple Motion, After Effects, Flash, Freehand, Illustrator, Lightwave, Photoshop, inDesign, Dreamweaver, Keynote, QuarkXpress

REFERENCES

Available upon request.