



Information **J. Reginald Dujour**

Summary

- Passionate and versatile Sr. Art Director, UI/ UX Visual Design professional
- Able to stretch the boundaries of design, print, web design and digital storytelling
- Create wireframes for conceptual discussion and guidance for UI/ UX
- Interdepartmental coordination and communication in an Agile environment
- Clear understanding on identifying client needs, high level project Intent, and end state (the goal) with above and beyond work quality expectations
- Skilled in using UX/ UI strategic management applications (Sketch, Invision, Axure, Confluence), visual design tools such as Adobe Creative Suite, motion graphics, and web front-end and design responsive applications (Dreamweaver, HTML, CSS, JavaScript)

Technical Skills

- Sketch (Mac)
- Axure (Mac & PC)
- Blender (Mac)
- Adobe Creative CC Master Edition
- Adobe Edge Animate (Mac & PC)
- Adobe After Effects (Mac & PC)
- IWorks 09 (Mac)
- Leaf Capture (Mac)
- Final cut Pro (Mac)
- Aperture (Mac)
- Strata 3D CSX (Mac)
- Microsoft

Development

- ActionScript 2 / 3 • HTML / HTML 5 • XML • CSS • JavaScript • Bootstrap

Education

University of Illinois | Chicago, IL

- Bachelor of Fine Arts in Communication Arts, minor in Biology/ Pre-Med Program
- **École Nationale Supérieure des Beaux-Arts** Lyon, France
- Diplôme National d'Arts et Techniques option Design graphique (DNAP)

Experience

Contractor (Allstate, Agency AE, OKRP, Accenture) | Chicago, IL: November 2017 – Current

Sr. Visual, UI/ UX Designer

- Designed wireframes, compositions and execution of new internal web stack holder needs.
- Extensive knowledge of all features of Adobe Suite software, Sketch, Axure and InVision
- Good ability to collaborate with managers in designing effective presentations
- Translated discussions into leading on-demand app design and layout.'
- Customize layout, color, font, and copy of advertisements to make them appropriate for audiences receiving them.
- Adapt graphics for use in print, web and mobile platforms.

Transunion | Chicago, IL: April 2017 – July 2017

Sr. Visual, UI/ UX Designer (Contractor)

- Designed wireframes and compositions for new web projects.
- Designed user interface, tools and web pages to meet branding guidelines and web best practices.
- Developed a library in SourceTree to include Angular specific user interface elements.
- Translated discussions into leading on-demand app design and layout.
- Collaborated with engineering on various web, mobile and tablet application interfaces in Agile environment

Shaker Recruitment Advertising & Communications | Oak Park, IL: August 2016 – March 2017

Sr. Visual Designer (Contractor)

- Brand development, front-end and micro websites, social media assets for Consumer Marketing Campaign, in addition to creating flyers for property developer and a wide range of commercial and corporate career sites.

AbbVie | Lake Forest, IL: February 2016 – July 2016

Visual Designer (Freelancer)

- Worked on creating branding and identity, marketing deck, website design and development, email campaigns, print collateral, Interactive presentations for pharmaceutical products.
- Worked closely with product team in Agile environment

MDA (Muscular Dystrophy Association) | Chicago, IL: April 2015 – September 2015

Sr. Visual Designer (Freelancer)

- Worked with creative services and marketing to provide graphics web design and graphic concept deliverables for the overhaul company rebranding goals





Experience cont.

- Handled the tasks of creating designs in Photoshop and developing it in HTML and CSS
- Worked with the marketing department and creative services to provide graphics and web design deliverables for social media, email and print.
- Responsible for making necessary changes on existing web site with new graphic design elements

DMC. Inc (Chicago, IL: July 2014 - March 2015

UI/ Graphic Designer

- Designed User Interface and iconography solutions for both Web and Human Machine (HMI) Interface applications
- Collaborated with engineering on various web, mobile and tablet application interfaces
- Worked on internal graphical assets to promote and build more interest in the company
- Retouched and enhanced photographs and photographic composites

Walgreens, Co. | Deerfield, IL: January 2010 – June 2015

Sr. Visual Designer

- Coordinated and lead design and implementation of internal projects involving interactive (UI/ UX), print and branding media.
- Acknowledged by CFO and senior team members as a driving creative force behind some of the company's division distinctive design approach.
- Direct and Strategize design and branding efforts to ensure satisfaction of client requirements.

UBM Studios (a subdivision of UBM plc) | Chicago, IL : July 2008 – January 2010

Sr. Visual, UX / UI Designer

- Designed and implemented of various interfaces (UI/ UX) in Flash, 3D booth designs and multimedia work using After Effects, Premier and Final Cut Pro for online virtual trade shows and company product presentation.
- Managed project scope, execution of architecture, and resources of framework development design and interactive ActionScript 2.0/ 3.0 developers with a multi-lingual staff located in the US and Europe.

Hunter Douglas Hospitality | Chicago, IL: February 2002 - June 2008

Creative Media Lead / Art Director

- Redesigned the companies branding standards and style guide, internal and external website development and online materials, including print marketing and sales support materials.
- Design and implementation of various booth designs and multimedia for tradeshow and company product meetings.
- Managed project scope, execution schedules, and resources for staff located in the US and Europe.
- Responsible for digital product photography for print publication advertisements.
- Lead the design of the proprietary 'Custom Color Tool' online application GUI and related print communications.

Merrill Lynch | Princeton, NJ : 09/1999 - 06/2001

Associate Creative Lead and UI Designer

- Created wireframes for conceptual discussion and guidance for UI/ UX interactive design team, and developed detailed documentation to support design and development.
- Reviewed designs to assure they met creative and usability standards while advancing business objectives, coach and mentor designers and developers on revisions and work product quality.
- Performed final quality control on interactive products to assure that both appearance and functionality are aligned with client requirements.

Bungie Software | Chicago, IL: 10/1995 - 06/1997

Lead Artist/ Game Creative Lead

- Managed with game designers on the vision and feel of products through concept illustrations and execution in 3D model building, texture maps, animation, EFX and environment design
- Created the corporate brand being used throughout published game products and promotional merchandise.
- Help designed the multi-award winning game 'Marathon', 'Marathon 2: Durandal' and 'Marathon: Infinity' on Mac and PC. Worked on conceptual design for 'Myth' and early design concept and design for 'Halo' on the Xbox and Xbox 360.
- Art Directed conceptual development of other games.

Military Service

Legion Etrangère (French Foreign Legion): - Nîmes, France, 1991-1995

Regiments: 1er Compagnie 2em Regiment d'Infanterie, 3e CEA "Compagnie d'Éclairage et d'Appui" (Reconnaissance and Support Company)

Rank: Corporal-Chef (Senior-Corporal)

Status: Reservist (2emREG / 2emREI)_1996 - 2005, Inactive Reserve (2005 -2006)

Languages

Fluent: French (Native language)

References

Upon Request

