

ARISTOTLE **MILLER RAMOS**

hireme@colosso.ink www.colosso.ink

/skills

/work experience

operating systems

MS Windows, DOS.
Apple OS.
Android OS.
UNIX environments.

Graphic Designer & Illustrator, Freelance

Mar 2021 – Present (Arlington, MA)

Generate artwork and design layouts for both print and digital distribution. Establish, document and uphold corporate identity/branding standards. Collaborate and drive creative ideation with clients for collateral creation. Provide visual design and digital marketing consulting and strategy. Oversee licensed and copyright-free/royalty-free image asset management.

markup languages

HTML + CSS.
JavaScript familiarity.

marketing automation

Hubspot CRM.
Marketo Engage.

Senior Design Manager – Marketing, One Door, Inc.

Jan 2020 – Jan 2021 (Boston, MA)

Devise and uphold marketing communications brand standards, retrofitting existing content library to unify messaging voice and content. Layout and produce both web, presentation/demo and print collateral in support of OD's larger pre-sales, promotional and brand awareness aims. Collaborate with team, senior management and outsourced talent to strategize, optimize and execute SEO and content marketing efforts. Act as in-house expert and liaison with regard to WordPress, internet technologies, digital asset production and print vendors.

design / illustration / layout

Adobe Illustrator, Acrobat,
Fireworks, Photoshop,
DreamWeaver, InDesign.
Affinity Studio.
Mischief.

Senior Design Manager – User Experience, One Door, Inc.

Jun 2016 – Dec 2020 (Boston, MA)

Create and document OD's inaugural product style guide and design system. Lead and coordinate weekly cross-functional UX/UI team summits to address and identify front-end and workflow issues experienced across disparate scrum teams. Design reusable UI components, user task workflows, page-level and site-level user experience in collaboration with front-end development team, socializing visual vocabulary among UX, Product and Engineering teams. Produce high- & low-resolution UI wireframe screens, rapidly iterating on designs based on user feedback, product requirements and development limitations. Liaise and facilitate communication between Product, Engineering and QA teams via project scrum teams and impromptu one-on-one meetings. Leverage QA input and involvement in the UX process to enforce design conventions, increase user delight and cultivate interdepartmental teamwork. Lead workshops in Design Thinking, style guide overviews as well as identifying parallels between UX Design and tabletop board game design. Conduct UX design fidelity audits, roundtable UI reviews and user interviews. Illustrate brand-consistent vector and raster iconography.

wireframing / prototyping

Sketch + Zeplin.
Figma.
proto.io.
playingcards.io.

multimedia production

Adobe AfterEffects,
Premiere, Flash.
Apple Final Cut Pro, GarageBand,
iMovie.
Audacity.
Digidesign Pro Tools.

cms / blogging / wikis

WordPress.
Tumblr.
Wikia/Fandom.
PBWorks.

productivity

Google Apps Suite.
MS Office.

Education
Multimedia & Web Design
Associates of Science
New England Institute of Art
Brookline, MA

English Literature
Concentration
College of Arts & Sciences
Boston University
Boston, MA

Senior Web & Media Designer, *Net Atlantic, Inc.*

May 2009 – July 2015 (Salem, MA)

Provide web, email and graphic design in primary support of Marketing. Execute high-level art direction, consultation and project management. Design custom email templates and oversee outsourced HTML build efforts. Collaborate and execute on inbound/content marketing strategies. Generate documentation and establish methodologies and best practices. Compose content for company blog and marketing communications. Perform comprehensive marcom proofreading and editorial review. Leverage technical and creative abilities in cross-department efforts. Consult on UX/UI and application flow design in support of Development. Contribute exhaustive QA testing and review for Development projects. Assist Customer Support Team with escalated HTML/CSS client issues. Manage and maintain website hierarchy, files and content. Supervise and mentor part-time creative staff and marketing interns. Keep abreast of Internet culture and emerging web technology trends.

Event Coordinator/Content Creator, *gruntwerk services*

Sept 2003 – May 2012 (Arlington, MA)

Organize, design and run team-based interactive puzzle competitions. Establish overall game event structure, solution paradigm and rules. Author complete sets of inter-related puzzles and challenges per event. Promote event via Social Media, traditional advertising and word-of-mouth. Produce theme-branded event materials and peripherals. Manage volunteer administrative support and event staff.

Front End Web Developer/Production Designer, *MNET*

Sept 2007 – Dec 2008 (Boston, MA)

Design wireframes and flat comps per project requirements. Develop visual designs/wireframes into HTML/CSS media. Create original artwork for use in ads and intro animation sequences. Support Development and Account Management Teams.

Multimedia Services Manager, *IDL Systems*

Feb 2006 – Jul 2007 (Boston, MA)

Manage Multimedia/Production Team, both locally and abroad. Establish, document and oversee project methodology. Conceptualize application flow and identify project requirements. Develop creative/multimedia solutions for web application offerings. Perform user interface, web, graphic and multimedia design.

Graphic Design Coordinator, *LP Innovations*

Oct 2003 – Sept 2005 (Needham, MA)

Design monthly shrink awareness posters & newsletters for retail clientbase. Create customized brochures, business cards and flyers as needed. Generate print ads and marketing/promotional materials. Handle desktop publishing and 3rd-party prepress needs.

Program Coordinator/Head Instructor, *BNN*

Jun 2002 – Oct 2003 (Roxbury, MA)

Strategize/implement Workforce Development Program. Develop 20-week curriculum, resource guides and website. Lead web design, internet and project methodology classes. Collaborate with program/community partners and BNN staff. Provide individual instruction and mentorship to program participants. Supervise & recruit part-time instructor team.