



JEREMY CANCEKO



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EXPERIENCE

Current NINTENDO of AMERICA

Web Designer
9/2014 Redmond, WA

Focused on visual and interactive design for *Nintendo.com*. Creating concepts, websites, microsites, UI/UX elements and digital assets for Nintendo brands, games and products.

5/2014 NEAT SNAKE
UI/UX Designer, Graphic Designer
7/2013 Redmond, WA

Part of a DigiPen game team, creating interface designs, menus and item assets for the game *Coffee Break*. Designing print and web marketing materials including the official team website.

5/2012 ECLIPSE ADVERTISING
Art Director, Illustrator
7/2011 Burbank, CA

Interactive, print and illustration work for various clients including Warner Bros., Lionsgate, Walt Disney Studios, Anchor Bay, Homeboy Industries, and Armored AutoGroup.

6/2011 The ANT FARM
Interactive Art Director, Illustrator
9/2010 Los Angeles, CA

Interactive, print and illustration work for various entertainment industry clients, including Bethesda Softworks, Sony PlayStation, Ubisoft, Nickelodeon, and DreamWorks Animation.

9/2010 SHELFWORTHY
Co-Founder, Creative Director
6/2008 Chicago, IL + Los Angeles, CA

Created UI designs, illustrations, and brand identity assets for Shelfworthy, an online community cataloging site and mobile app focusing on video/film media.

6/2008 TBWA\CHIAT\DAY
Interaction Designer, Art Director
5/2007 Los Angeles, CA

Created and designed unique interactive, new media, and print campaigns for a range of clients including Nissan, Infiniti, PUR, Procter & Gamble, Gatorade, Visa, and UNICEF.

3/2007 SWORK COFFEE
Creative Director
5/2006 Eagle Rock, CA

Designed and managed all brand materials for Swork Coffee, including menus, packaging, franchise decorations, posters, ads, and marketing materials.

11/2005 DK PUBLISHING
Designer, Illustrator
9/2004 New York, NY

Designed book covers, jackets, and interiors of non-fiction, illustrated books, for both children and adults. Created illustrations for the books *Fabulous Hair* and *Eyewitness Books: Amphibian*.

EDUCATION

2014 DIGIPEN INSTITUTE of TECHNOLOGY
MFA in Digital Art
2012 Redmond, WA

2004 CARNEGIE MELLON UNIVERSITY
BFA in Communication Design
2000 Pittsburgh, PA

ORGANIZATIONS

- AIGA
- ASIFA-Hollywood

SKILLS

- SPECIALITIES:** Story Art, Illustration, Branding, Identity, Print, Interactive, UI/UX
- ADOBE:** Photoshop, Illustrator, InDesign, After Effects, Flash
- AUTODESK:** Maya, SketchBook Pro
- OTHER:** ZBrush, Keynote, PowerPoint, Toon Boom Storyboard Pro, Axure
- WEB:** CSS, HTML

RECOGNITION + AWARDS

- SXSW 2010 Web Award Finalist: Shelfworthy
- Creativity-Online.com Featured Project: Tap Project (UNICEF, TBWA\CHIAT\DAY)