



# TIMOTHY S LUSK

PRODUCTION ARTIST / UX DESIGNER

## TELEPHONE

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## EMAIL

hello@timothylusk.com

## EDUCATION

### Western Washington University

Bachelor of Science; Industrial Design

## EMPLOYMENT

### Amazon.com

Seattle, WA | amazon.com *Sr. Production Artist + Visual QA Specialist*

Feb. 2014–

**Digital Devices & Services Group:** Focus on FireOS and Alexa-based services across the Amazon hardware.

### FILTER/Digital

Seattle, WA | filterdigital.com *Production Artist*

Oct. 2004–Jan. 2014

**Microsoft (Interactive Entertainment Business):** User interface design for Xbox and Kinect. Including production and design work for Windows Phone, iPhone, and iPad apps and Xbox television advertisements.

**Microsoft (System Center Essentials):** User interface design for server software.

**Callison Architecture (Marketing Department):** Production work on resumes, information, and portfolio pieces for use in RFPs and other proposals.

### Williams Helde Marketing Communications

Seattle, WA | williams-helde.com *Production Artist, Illustrator, Designer*

Sep. 2008–Oct. 2009

Worked on numerous campaigns for Darigold, Philips Sonicare, and Insect Shield. Responsible for production work, email design and coding, as well as video production and direction.

### BlackWing Creative

Kirkland, WA | blackwingcreative.com *Production Artist, Illustrator, Designer*

Jan. 2007–May 2008

Specialized in Business to Business marketing. Campaign development included clients such as Fair Issac, F5, CSG, Meydenbauer Center, and HomeStreet Bank.

### Walt Disney Imageering

Glendale, CA | disney.com *Environmental Graphic Designer*

Jun. 2002–Sep. 2002

Assigned to numerous park projects specifically for Euro Disney and Hong Kong Disneyland. Also had the privilege of working with John Hench on an updated Sorcerer Mickey sign for the internal retail store—Mickey's of Glendale.