JESSE BULLER

Creative Director / Senior Designer

www.jessebuller.com
mail@jessebuller.com
+1 269 262 2192

EXPERTISE

UI/UX, PRINT, MOTION, VIDEO, PHOTO, 3D, BUILT ENVIRONMENT

I design for the physical and digital world. My main tools are Adobe Creative Cloud's Illustrator, Photoshop, XD, InDesign, Lightroom, Premiere, and After Effects. I'm also experienced with Sketch and Figma. I'm developing my skills in 3D programs such as Cinema 4D, Fusion 360, Keyshot, and Rhino. I even know a bit of HTML & CSS, which helps me design for the web with realistic end-use expectations. I'm always learning and improving.

ETHIC

SIMPLY GOOD

I favor simplicity, operate with honesty, practice precision, and pursue excellence.

EXPERIENCE

LIQUID INSTRUMENTS ↗   Oct 2017–Current
Creative Director

Actively managing and designing for the entire spectrum of projects necessary for a successful startup company. Continually working with multiple teams across multiple continents. Exercising empathy, foresight, good communication, and focused effort to achieve rewarding outcomes.

REALTY ONE GROUP ↗   Oct 2016–Oct 2017
Senior Graphic Designer

Collaborated with a small team of in-house designers and directors on projects including, but not limited to digital, interactive, environmental, and print. Also designed for events, campaigns, and contests. This job included project management and timeline forecasting.

THREAD, CREATIVE AGENCY ↗   Sep 2015–Feb 2016
Art Director

Worked with multiple in-house teams to design across the full media spectrum, ranging from web to print, interactive, and motion. Brought a passion for detail and consistency to client projects, while turning concepts and ideas into true bodies of work.

THESIS ↗   Jan 2012–Apr 2012, Dec 2013–Jul 2015
Graphic Designer

Started as an intern before becoming a full employee. Designed for clients on large-scale projects with tight timelines including everything pertaining to the design process, from beginning to end. Created, refined, and presented. Worked with efficiency and effectiveness, prioritizing clear communication, and premium craftsmanship.

ANDREWS UNIVERSITY ↗   Oct 2006–Nov 2011
Graphic Designer & Student Teacher of Design

Daily design responsibilities included contribution to, and management of brand elements while constantly creating new materials for university initiatives. Also actively participated in a collaborative effort with a senior designer to cooperatively teach an introductory level design class geared towards prospective students. Was responsible for approximately 70% of the allotted teaching time.

EDUCATION

ANDREWS UNIVERSITY ↗   Graduated Aug 2012
Bachelor of Fine Arts: Graphic Design

In addition to expected curricular activities of the undergraduate program, I also offered pro bono design services to students and faculty in need. I even served as a student teacher.