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PERSONAL STATEMENT

For as long as I can remember, solving design problems has felt very second nature. "How can this situation be made less frustrating?" is my modus operandi. Creating design solutions around me to minimize miscommunication alleviates that internalized tension, whether that's minimizing unnecessary complexities in text and visual design, illustration, or understanding a brand's message and motive, I want people's experiences to be as efficient and seamless as anything else in their lives. Life is already a bit complex, right? Let's make things easier and work together.

EDUCATION

- **Visual Communications BA, New Media Minor**
Seattle Pacific University
- **Arts & Science AA**
Bellevue College

DESIGN SKILLS

01 Tools

Illustrator
Photoshop
Cinema4D
InDesign
Premiere



02 Strengths

Brand Voice & ID
Print + Layout
Illustration
Image Editing
Icon Design
Photo

EXTRACURRICULAR

MEERESVØGEL MAGAZINE, 2016 - PRESENT

Self-published, non-profit annual pocketbook

SPLC MEMBER, 2015 - PRESENT

Non-profit that combats hate, intolerance and discrimination
splcenter.org

SPU ALUMNI/DESIGN MENTOR, 2015 - PRESENT

About 2-3 times a year I do talks with graduating design students from the Vis/Com program to speed networking events providing advise to students graduating.

WORK EXPERIENCE

Microsoft - Visual Designer

My team works primarily in envisioning and prototyping how technologies such as Dynamics and Mixed Reality can help empower and digitally transform enterprises. At Microsoft I work to support cross-workstream, cross-discipline in how design is visually communicated on all channels.

Mar 2018
to Present

Creating full user-centric newsletter experiences to a 400+ org (shooting and editing video) to illustration support. Some highlights include art directed two large photoshoots, and UI work for two large CEO co-innovations. Wearer of many hats here.

Amazon Web Services - Visual Designer

On the AWS design team, I helped develop brand systems to better communicate complicated cloud computing products to consumers. Working 1-on-1 with stakeholders and PMMs, I also illustrated anything from tier-1 product launches to print work for events (flyers, stickers, shirts, booths, etc).

Sept 2016
to Mar 2018

Tether Inc. - Design/Brand

I heavily worked on the execution for the style guide of WE.org, developed design strategies and builds for brand design, web-page layouts and design pitches – including a rewards program between WE.org and Royal Bank of Canada.

April 2016
to Sept 2016

Amazon Web Services - Junior Visual Designer

At AWS, I worked directly with Senior Designers to develop brand systems for AWS as well as created digital print collateral for AWS Activate, re: Invent, and for the AWS Atlanta offices.

Sept 2015
to April 2016

K2 Snowboarding - Junior Designer

Working directly with Jessie Côté, the Global Creative Manager at K2 Snowboarding, I developed wireframes to prototype a mobile application, and fully refreshed their online campaigns for 2015/2016. I was also given the opportunity to concept snowboard base designs during the length of my on-site contract.

June 2015
to Sept 2015

Amazon HQ - Visual Designer (Day-1, formerly ACS)


At ACS I developed ad-suites located on the Amazon homepage/subcategory pages, and was the primary designer for Amazon's Luxury Beauty. Highlighting work includes full design refresh of Amazon S.T.E.M., working with Qualcomm and Avery developing their brand page, and design direction for early stages of PrimeNow mobile.

August 2014
to June 2015

SOCIAL

 [linkedin.com/in/benharthun](https://www.linkedin.com/in/benharthun)

 dribbble.com/benharthun

 [instagram.com/seabirrd/](https://www.instagram.com/seabirrd/)