

GABE MORTON-COOK

Interactive Designer

651.263.7900

gabe@morton-cook.com

www.morton-cook.com

I am seeking a stimulating, challenging position that will allow me to capitalize on my talents as an interactive designer while collaborating with a team of talented individuals to create memorable interactive experiences. An exceptional fusion of left and right-brain thinking makes me an efficient and innovative creator. I possess a remarkable knack for bridging imaginative brainstorming and technical reasoning, and as a result I produce designs that work inventively and elegantly within the technical framework of a given platform.

EXPERIENCE

Senior Interactive Designer

WhereToLive.com, Inc.
Eden Prairie, MN

Sep 2006 – Present

I joined WhereToLive.com as the sole designer in September of 2006. Working closely with the Chief Product Officer and upper management, I oversaw multiple iterations of redesign for the company's online real estate platform. During my time at WhereToLive.com I have helped hire and train two junior level designers, and I have worked closely with the engineering team to develop their cutting-edge online real estate platform. The platform includes several large websites with both desktop and mobile versions seen by over one million unique visitors per month as well as very complex intranet, management and marketing interfaces used by thousands of real estate agents and brokers.

Freelance Designer/Developer

St Paul, MN

2003 – Present

Throughout my professional career as an in-house designer in corporate environments, I have found it important to also make time for a few freelance and pro-bono projects. These projects have allowed me to sharpen my skills in a wider variety of visual and interactive media than I would otherwise have been able to experience.

Intern/Junior Graphic Designer

Sonic Foundry, Inc.
Madison, WI

Jul 2004 – Jul 2006

I first joined Sonic Foundry as a contractor building a product demo in Flash. I was brought on as an intern in 2004, and hired as salaried employee in 2005. During my time there I worked on projects ranging from corporate websites to graphical user interfaces for the Mediasite product line and animated corporate signage for the company's main office.

EDUCATION

University of Wisconsin

Madison, WI

Sep 2001 – May 2004

I completed approximately three years of coursework at University of Wisconsin with general focus in the areas of Art and Philosophy.

SKILLS

XHTML

CSS

Javascript

Actionscript

Windows PC

Mac OS/X

WordPress Theme Development

Microsoft Visual Studio

Photoshop

Illustrator

Flash

InDesign