

# MIKE PTAK

## GRAPHIC DESIGNER

 Ptak.m85@gmail.com  
 (925) 784-6904  
 www.pilotillustration.com  
 https://www.linkedin.com/in/mptak

## ■ EMPLOYMENT

### 1+1 TECHNOLOGY

Customer Experience Specialist - Project Manager 2017-2018  
Contracted Graphic Designer 2018-Present

Performed all graphic design functions at 1+1 TECHNOLOGY. Managed, updated, and maintained branding needs of the company for documentation and presentation.

Worked with Technical leads to create I.T. Infrastructure maps for client delivery and internal documentation. This communication tool created a dramatic improvement in communications with clients, referencing their I.T. infrastructure and highlighting areas needing improvement. These maps were also useful for internal reference and training.

Designed help-desk service contact cards for use with clients. These cards were immediately adopted and distributed to our clients for reference to get assistance quickly. Maintained stocks of these cards and gave them to new clients that signed on to the company.

Worked with the company president to develop presentations for events both sponsored and attended by the company in an official capacity. Performed video editing for prepared company videos for release on YouTube.

### PILOT ILLUSTRATION

Freelance Graphic Designer 2018-Present

Contracted artist for Logo design, video editing, concept art, writing, and info-graphics. Clients include L.A. Creative, TLC Tech, Austin Electronics, and Leder games.

Worked with founder of Austin Electronics to elaborate on hand-drawn illustrations. Completed the design, oversaw printing process and delivery to client.

### GAMEVIEW STUDIOS

Production Assistant: Fatal Frontier 2012-2013

Responsible for design, creation, and maintenance of TMX map files used in the Fatal Frontier game. Worked with creative teams and project leader to design environments for level sets and deliver them on time.

Worked with art team on the creation of art assets used in environments and troubleshooting level difficulties. Collaborated with overseas programming team for implementation of new map design features. Explored environmental rendering limitations of the game engine to create more vibrant backgrounds for the game.

### PURE RED CREATIVE

Assistant artist 2011

Contracted artist for commercial clients. Tasks included preparing stock photography, performing edits on company presentations, logo design work, and concept art for larger projects.

## ■ EDUCATION

### CSU EAST BAY

Bachelor of Arts in Graphic Design 2007-2009  
Fremont, California.

### LAS POSITAS COLLEGE

Visual Communications 2010-2011  
Livermore, California.

## ■ SKILLS



### ADOBE CREATIVE SUITE

As modern as CC.



### TECH SUPPORT

Conversant in I.T. and can self-service equipment.



### VIDEO EDITING

Experience in editing and preparing videos.