

JOSHUA MAULDIN,

DESIGNER and PHOTOGRAPHER.

Experience

The Squad, 2007-2008

Designer and photographer. Responsible for development of projects at all stages of execution including sales, planning, and production. Roles include project management, design, photography, information architecture, and art direction. Projects included developing Mac OS X Widgets for American Idol, Drive-Thru Records, as well as websites and other print material for various TV, entertainment and music personalities.

carbonhouse, inc., 2006-2007

New Media Designer. Responsibilities include both on-site and studio photography for projects, post processing for images, designing both still and motion graphics for the web, development and implementation of styles for the web with CSS, conceptualizing and designing print pieces of all sizes.

Apple Computer, 2004 – 2006

Lead Mac Specialist, leader and role model responsible for mentoring and orienting new hires as well as current team members. Also responsible for providing complete and appropriate sales solutions for customers as well as top-level customer service. Consistently a top sales and metrics performer. Conducted one-on-one sessions with customers regarding topics that ranged from technical to increasing their proficiency and comfort level on a Mac or specific piece of software.

Freelance Designer/Photographer, 2001-Present

Independent artist, worked with a variety of media for print, web, and video. Responsible for meeting multiple, high demand deadlines in a short time. Clients include multiple recording artists signed with major labels, Tooth & Nail Records, Razor & Tie Records, and Polydor Records (UK). Full client list available upon request.

Tooth & Nail Records and Asterik Studio Intern, Summer 2005

Intern for Asterik Studio in Seattle, WA. Tasks included image editing/processing, web banners, promotional materials (foam fingers, posters, and tour lanyards) and Flash animating. Other projects included splash pages, tour posters, and other design tasks. Assisted with projects for K2 Snowboards, Slim Thug, and more.

Skills

Familiar with new and upcoming trends and technologies for the web and mobile devices, as well as current technologies. Enjoys writing valid, semantic HTML. A strong knowledge of CSS and cross-browser compatibility. Familiar with Javascript. An effective, organized project manager with strong planning and communication skills. Familiar with best practices for designing successful print and web projects. Loves and has a good eye for great design and typography. Great attention to details. Able to work well with a team or individually to carry out a vision for a project. Very familiar with Adobe's Creative Suite, PC and Mac operating systems and related troubleshooting. Resourceful, creative, and energetic.

Reference List:

James Sack,
Principal, carbonhouse, inc.
(704) 333-5800x203

Laura Copley
General Manager, Apple Store
SouthPark
(704) 364-2205 x 601

Andy Korepanov,
Vendor Management Supervisor
(704) 231-3487

Education:

University of North Carolina at Charlotte, 2004 – 2006

Graduated in May 2006, earning a Bachelor of Arts degree in Art with a focus in Graphic Design.

North Stanly High School, 1998-2002

Graduated with High Honors, active member in National Honor Society, with multiple scholarship awards.

Contact:

p (704) 796-6746

w joshuamauldin.com

e info@joshuamauldin.com