Monte Michaelis

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LEADERSHIP HISTORY

Slalom Build | New York, NY

MAY 2020 - PRESENT

Practice Area Lead, Experience Design

Product design solutions at a technology-focused consulting firm

Collibra | New York, NY

OCT 2019 - APR 2020

Head of Creative

Led cross-departmental creative processes in enterprise software

Arkadium | New York, NY

SEPT 2018 - OCT 2019

VP, Creative Innovation

Celebrated a DigiDay Publishing Award for Best Custom Advertising

Microsoft | Redmond, WA

JULY 2016 - AUG 2018

• Creative Director, Future Bureau

Directed vision labs and oversaw design services in an agency setting

Creative Director, HoloLens Experience Team

Led design and creative for *Dynamics 365 Layout* and other MR apps

Geocaching | Seattle, WA

MAY 2014 - JUN 2016

• Creative Director

Managed product design, creative services, and video production

PopCap | Seattle, WA

SEPT 2009 - FEB 2013

Art Director

Art, animation, and people management for *Plants vs Zombies 2*

SKILLS

Seasoned team leader

with 20 years of experience

Thoughtful designer

who focuses on people

Empathetic researcher

who can perceive needs

Data-driven strategist

with a pervasive curiosity

Excellent communicator in

verbal and written exchanges

Expert teacher with the

ability to inspire change

Intuitive mentor who can build and lead effective teams

Engaging storyteller who can

lead ideation and production

EDUCATION

Graphic Design

Bachelor Degree, 2006 Art Institute of Pittsburgh

Computer Animation

Associate Degree, 2000 Art Institute of Seattle

LINKS

Portfolio:

thisismonte.com

LinkedIn:

/in/montemichaelis