

mike sokol

interactive art director

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Employment History

Hunt & Gather

2010–Present Interactive Art Director

Worked with a team to strategize, concept and design projects for big and small companies and brands.

MMB

2008–2010 Interactive Art Director/Designer

Art directed and designed interactive projects for Subway Restaurants, Carrabba's Italian Grill, and Fidelity. Worked with a team on projects from creative concepting to final launch under tight deadlines.

Fort Franklin

2007–2008 Interactive Designer

Wireframed and designed a variety of interactive projects for Finch Paper, Eastern Mountain Sports, Berkley College of Music, Supercar Life and Cambridge Savings Bank.

The Barbarian Group

2006–2007 Interactive Design Intern

Designed and worked closely with art directors and designers on clients: Kashi, Virgin America and Helping Hands.

Xperience Communications

Fall 2005 Interactive Design Intern

Worked on a variety of interactive projects for Ford and pharmaceutical Altana.

Education

Massachusetts College of Art

2003–2007 Bachelor of Fine Arts, Graphic Design

Software Skills

Mac & PC

Illustrator

Photoshop

OmniGraffle

After Effects

InDesign

Flash

Helping My Peeps

Horizons for Homeless Children

2008–Present Volunteer weekly with my wife at a shelter in Jamaica Plain, Boston

Habitat for Humanity

Spring 2007, 2008 MassArt spring break co-founder and co-coordinator, FL and AL

World Endeavors

Summer 2006 Orphanage volunteer and english teacher, Costa Rica

Hurricane Katrina Relief

Spring 2006 New Orleans, LA

References available upon request