Jason Duerr

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Flexible, multidisciplinary graphic designer, UX designer, and developer blending design, technology, and strategy to deliver impactful work for clients ranging from independent artists to Fortune Global 500 companies.

PROFESSIONAL EXPERIENCE

Digital Director — Sandstrom Partners — 2015-Present — Portland, OR

Leading development, UX + UI, strategy, production, and deployment for a wide range of clients. Projects range from brand-focused, experiential to high-availability e-commerce websites, esoteric physical devices and installations, animation, motion graphics.

Creative Technologist — Sandstrom Partners — 2008-2015 — Portland, OR

Web design and development, digital strategy, animation, video production, technical specifications, vendor relations. Varied creative and engineering challenges in a dynamic, tech-agnostic environment. Worked within and led teams from pitch to production.

Principal Designer & Developer — DROPKICK — 2006-Present — Mpls, MN, Portland, OR

Graphic design, brand design, frontend development, backend development, systems integration, marketing and digital strategy, system design. Working solo, as a team member, and team builder.

Designer, Art Director, Web Developer — Freelance — 1998-2008
Razorfish, O+CO/OLSON, Allianz, Linnihan Foy Advertising — Mpls, MN, Portland, OR

Contract and freelance web design and development, art direction, creative direction, email marketing, advertising campaigns, animation, a/v production as member of large and small in-house teams. Development projects range from Flash to PHP, Perl and ASP-based e-commerce, CRM, CMS, custom applications.

Designer & Web Developer, Owner — Stimulus Digital — 2000-2006 — Mpls, MN

Graphic design and web development practice. Graphic design, brand design, frontend development, backend development, information architecture, systems integration, marketing, digital strategy. Direct client work for B2C, B2B, non-profits.

Instructor — Brainco Advertising and Design School — 2005-2006 — Mpls, MN

Created and taught *Interaction Graphics* courses covering intermediate to advanced use of Adobe Photoshop and Illustrator, web standards, and foundational concepts relating to user interface, interaction design, and digital graphics.

Web Designer & Developer — Dick Jones Interactive — 2002-2003 — Mpls, MN

Web design and development. Graphic design, frontend development, backend development, marketing and digital strategy. Member of a small team working with B2C and B2B clients.

Designer & Developer — Vector Internet Services — 1998-2001 — Mpls, MN

Web and graphic design, frontend and backend web development – mostly Perl and early PHP CGI applications and custom CMS, print advertising and business collateral design as a member of a multi-functional team. Served a wide range of business clients as well as in-house web and print design needs.

Portfolio of work and more about skills and background are available at jduerr.com

SKILLS

Design
Graphic Design, Web Design, Brand Design, UX + UI Design, Print Design, Prototyping, Wireframing

Scripting + Programming
Proficient with tools and technology associated with web development including CSS, HTML, JavaScript, PHP, Perl, Python, APIs, Gulp, CMS, SSG, SQL, CraftCMS, WordPress

Related Skills
Copywriting, Discovery, IA, Illustration, Project Management, Audio & Video Production, Voiceover

OS + Platforms
Mac OS, Linux (Debian, Ubuntu), Windows, Apache, IIS, NGINX, AWS, Azure, Google Cloud

SPEAKING

Adobe MAX — *Web Typography*

AIGA Career Tools

Ignite Portland

EDUCATION

Graceland University
Music, Communications

William Penn University
Communications, Journalism

Brown College
Radio Broadcasting + TV Production

AFFILIATIONS

AIGA

Graphic Artists Guild

IxDA — *Interaction Design Assn.*

UXPA — *UX Professionals Assn.*