



# ANTHONY KOERBER

I'm passionate about pixels. For over a decade, I've played in a unique space bridging the gap between visual design and technology. It's a difficult space to define, but it's become ubiquitous in the current landscape. Users demand both style and intuitive experience. I strive to deliver both. I've had the opportunity to work with great teams crafting unique digital experiences in both Advertising and Software. I'm agile, flexible and always looking to work on new and interesting projects.

## OBJECTIVE

I'm looking to find a unique position where I can scratch my creative itch, while learning and applying new technologies to visual, UI and Experience design. I'm looking to work with similar-minded, interested and interesting individuals. I'm happy to lead the charge, or just focus on specific components within the project life cycle.

## SKILLS

Project & Team Leadership

Conceptual & Detailed Design  
*Adobe Creative Suite*

UI & UX Design

Front End Development

*HTML 4 & 5*

*CSS 2 & 3*

*JavaScript*

*ActionScript 2 & 3*

Animation

*After Effects*

*Flash*

*JavaScript & CSS Transitions*

## EDUCATION

**School of the Art Institute of Chicago  
2000-2002**

BFA - Sound Design / Art & Technology

**College for Creative Studies 1995-1997**

Graphic Design & Illustration

## CONNECT

773.837.9664

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## EXPERIENCE

### Prophet Brand Strategy 2012-2013

Visual Development Lead

- Absorbed into the Brand Consulting industry when Prophet acquired The Material Group in late 2012
- Delivered consulting through end-product for Kellogg School of Management, American Family Insurance, and Prophet internal initiatives
- Solo design and development efforts, as well as leading small teams to create deliverables

### The Material Group 2010-2012

Director of Creative Technology

- Brought on board to help build an internal team of creative technologists, and figure out how to standardize process for the fledgeling interactive boutique
- Delivered Facebook applications, Interactive advertising, and Interactive kiosk projects for clients including Coinstar, Leo Burnett, BBDO and American Family Insurance
- Solo design and development efforts, as well as leading small teams to create deliverables

### We Are Mammoth 2008-2010

Director of Creative Services

- Brought on board to help bridge the gap between external design teams and the internal engineering-focused development team
- Delivered Flex and standards-based web applications for the financial services industry
- Contributed to the design and prototyping of products for HR consulting
- Worked within a small team as creative expert, and managed communication and deliverables from external creative teams

### Arc Worldwide/Leo Burnett 2005-2008

Art Director / Senior Art Director

- Brought on board to deliver cutting-edge motion graphics and animation design for interactive advertising and micro sites
- Delivered animation and art production for clients including McDonalds, Capital One, and Marlboro
- Solo design and development efforts, as well as leading small teams to create deliverables

### NogginLabs 2003-2005

Media Producer

- Brought on board to deliver motion graphics and animation design for the e-learning industry
- Delivered animation, art production, and graphic design for clients such as McDonalds, BTRI, and City of Chicago
- Worked within a small team as creative and animation expert