

michael caporale

creating memorable interactive experiences on the web and beyond

I AM
INSANELY
CURIOUS.
CONSTANTLY
EXPERIMENTING.
PIXEL PERFECT.
STRIVING FOR MORE.

E X P E R T I S E

web design
digital advertising
visual design
game design
ui / ux
e-commerce
mobile
landing page optimization
brand cohesion
understanding humans

T E C H N O L O G Y

photoshop cc
illustrator cc
indesign cc
html
css
after effects
google analytics
microsoft office
fl studio
3ds max

E X P E R I E N C E
S T U D Y
O T H E R

KREATIVE | Digital Marketing Strategist / Web Designer redmond, wa [july 2012-present]

- orchestrate cross-platform marketing strategies on social, email and web.
- design robust Facebook advertising campaigns that involve research into the client's industry, competition, and customer and product segmentation; provide detailed reports including resources and strategy regarding the aforementioned topics.
- design and promote contests for clients looking to grow engagement and email lists.
- help pioneer new marketing services for KREATIVE.
- update and beautify websites for existing clientele.
- designed and developed nearly 200 custom e-commerce websites prior to transition into marketing.
- helped produce KREATIVE's launch website.

BrandX Games | Associate Producer redmond, wa [2006-2012]

- game designer, writer for online social game *Odd Manor*.
- created an interactive, visual art asset library for dev team.
- managed and maintained online (CMS) content management system.
- reported directly to stakeholders regarding quality and consistency of weekly game updates.
- producer, game designer, *Odd Manor*: Nintendo DSi prototype.
- designed art for games (PC, DSi and iOS) and other corporate media.
- member of creative team on multiple other game concepts and prototypes.

DigiPen Institute of Technology redmond, wa ba: game design [in progress]

Loyola Marymount University los angeles, ca studio arts: multimedia [transferred]

The Overlake School redmond, wa graduated 2008

Entrepreneurship

- jointly patented a System and Method for Control and Training of Avatars in an Interactive Environment [Patent No. 7,814,041].
- founder, *Printer Playground* - online retailer for 3d printing products
- founder, *Got Womp* brand music promotion website.

Awards

- Google Analytics certified