

James Kocsis

DIGITAL DESIGN & CREATIVE

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OBJECTIVE & SKILLS

Seasoned digital creative, proven to lead, inspire, mentor and do. Vast experience ranging from start-ups to global behemoths, as comfortable among creatives and media planners as developers and product. Eager to create a better planet and society through inclusive thinking and mindful design. Seeking opportunities centered around design systems and processes, with emphasis on product design, UX and the junction with brand and marketing.

DISCIPLINES

TOOLS

Brand	Design Systems	Web/SaaS	Figma	Notion	Slack
Creative Direction	Product Design	Animation	Jira/Confluence	Keynote/PowerPoint	Sketch
Art Direction	Mobile/Apps	Prototyping	After Effects	Pages/Word	Illustrator
Visual Design	Print	Editor	Photoshop	InDesign	FinalCut/iMovie

MOST RECENT

giveinkind

Head of Design
Give InKind
Tacoma, WA
2016 - Present

Brand, product, and visual design for a VC-backed social impact platform. Led design from inception through >\$3M in fundraises, including pitch decks and executive comms.

Created, document, and maintain brand guidelines. Designed processes and design system components & styles from ground up using Figma for design, prototyping and developer handoff.

Collaborate and coordinate with developers around the globe on all aspects of product design, feature requirements, and technical specification.

Creative Director for marketing creative, with a support staff of writers, designers, and illustrators both in-house and outsourced.

JAMES KOCSIS DESIGN

Freelance Design & Direction
Remote 2016 - Present



Art Director - Contractor
Marketing, all platforms



Sr. Designer - Contractor
Device Content Marketing

THE RIVETER

Lead Designer - Project
Mobile app, HubSpot website



Pregnancy After Loss Support

Lead Designer - Project
Mobile app, Basic Design System

CAREER HIGHLIGHTS



Art Director/Sr. Designer
TBWA/Media Arts Lab
Los Angeles, CA 2010-2015

Conceptual and Executional Art Director for Apple Inc.'s global digital and non-traditional campaigns

Creative lead/AD for iTunes, iBooks and App Store co-funded campaigns

Design, Art Direction, Animation, UI/UX for desktop, mobile, digital print, digital out-of-home and experiential campaigns



Sr. Designer/Art Director
MGM Studios
Los Angeles, CA 2007-2010

Large and small-scale website design for entertainment giant; UX and AD for mobile apps and games; Marketing email design

Asset and content creation for digital film distribution (pioneering asset delivery for DST)

R&D of emerging tech (i.e. Google TV, MS PhotoSynth)



Designer/Art Director
Diskeeper Corporation
Burbank, CA 2003-2007

Marketing and Packaging design for software developer of Windows utilities

Corporate re-brand lead

Print/Web/Email/Trade show booth design

Photography and product marketing key art creation



Designer/Art Director
Rhythm Tech
New Rochelle, NY, 1998-2001

Website and package design for percussion instruments manufacturer

Industrial design for product manufacturing, Product photography

Print/Web/Email/Trade show booth design; light A&R

INTERESTS

Proud father, musician, cyclist, photographer, domestic sous-chef and new arrival to the PNW via New York, LA, Thailand & Mexico.

PORTFOLIO

jameskocsis.com/port