LIZZIE HAKES

Based in St. Louis, Missouri
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314.210.1678

SKILLS

UX/UI Design	Figma	Sketch
App Design	Photoshop	Shopify
Print	Illustrator	MailChimp
Branding	InDesign	Keynote
Packaging	Acrobat	Powerpoint

EDUCATION

Bachelor of Fine Arts
Graphic Design
University of Missouri
Columbia, Missouri
August 2010 - July 2014

EXPERIENCE

Communications Designer | Ticketmaster
Los Angeles, California and Remote | April 2019 - Present

• Work with cross-functional teams on a variety of projects from fan-focused to client-focused campaigns.

• Conceptualize, design and deliver work for social media paid campaigns and in-feed posts, website landing pages, display banners, internal and client facing presentations, email campaigns, magazine print ads, out-of-home signage, tour marketing and more within our brand guidlines and design system.

• Juggle multiple projects at once and effectively prioritize, communicate and manage time.

• Maintain and follow best practices for versioning control, naming convention and organization of files.

• Working within our brand guidelines as well as the clients to develop a consistent look and feel across all deliverables ensuring we have a solid, innovative and well-recognized brand.

Art Director, Social Media Manager | Pixel Press Technology
St. Louis, Missouri | March 2017 - February 2019

• Conceptualized, designed, and produced creative content for home, landing, and store webpages, as well as email and social media channels.

• Developed wireframes and user flows.

• Created visual design systems and produced mockups and prototypes.

• Brainstormed and executed new product features.

• Coordinated and designed printed marketing materials.

• Directed and edited product photography.

• Assisted in defining, maintaining, and evolving brand standards and visual language.

Art Director | Answers
St. Louis, Missouri | November 2015 - November 2016

• Designed home, landing, and article pages for content websites.

• Created brand identities for new websites.

UX/UI Designer | Integrity Web Development
St. Louis, Missouri | September 2014 - October 2015

• Collaborated across teams to determine goals, scope, requirements, and client needs.

• Created wireframes, user flows, website maps, and prototypes.

• Designed and packaged mockups for engineering.

• Revised wireframes and design according to client feedback.

• Worked closely with engineers to test and ship product.