



# Jonathan Francois

Production Designer & Developer

15 years working in design industry as freelancer and in small and large studios. Ability to collaborate with teams from concept to development. Versatile skill set with an eager to learn.

📍 Los Angeles, CA

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## 📁 Applications

Photoshop

Illustrator

InDesign

After Effects

Adobe Animate

Media Encoder

Figma

Sketch

## </> Coding

HTML

CSS

PHP

Wordpress

jQuery

mySQL

Coda

## ☑️ Productivity

Office Suite

Airtable

Monday

Frame.io

Slack

## 📁 Experience

### Marketing Design Contractor • 2021 - 2023

Lull • Remote

Designing and coding marketing emails. Testing email compatibility.

### Creative Marketing Contractor • 2017 - 2020

Scopely • Culver City

Worked across 8+ games with multiple project managers to develop in-game promotions, emails, web sites, social campaigns, and in-house products.

### Sr. Production Designer • 2014 - 2016

Playtika • Santa Monica

Designing in-game interactives, emails, & user acquisition promotions. Met with department leads daily to discuss results and pitch concepts.

### Interactive Web Developer • 2011 - 2014

The Creative Group • Philadelphia

Worked with multiple clients as frontend designer and backend developer. Most projects consisted of interactive flash sites and wordpress development.

## 📖 Education

### Art Institute, Philadelphia • 2008

Bachelor of Science, Media Arts & Animation

## ★ Other

### Art & Friends Virtual Figure Drawing, Co-Founder • 2021 - present

Hosting bi-weekly classes that fund local non-profit orgs

### Friends With Benefits, Member • 2022-present

A community of creators focused on bridging Web3 and IRL