
John Ku

Graphic Designer & Web Developer

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“A Highly motivated and well rounded designer & developer experienced in taking projects from envision to completion is seeking an environment which both challenges and inspires the creative mind.”

Education

Arroyo High School 1998
Pasadena City College 1998 ~ 2001

Skills

Creative Design, Print & Web Design, Typography, Branding, Information Architecture, User Interface, User Experience, HTML, CSS, PHP, MySQL, JavaScript, ActionScript, Objective-C with Cocoa Framework for Mac & iPhone development.

Software

Photoshop, Illustrator, InDesign, Flex, Fireworks, Flash, After Effects, QuarkXpress, Luxology Modo, Xcode, Interface Builder, Processing, Pages, Keynote, Numbers, Microsoft Office 2007.

Experience

from july 2003 to august 2009

Prosperity Consultant IT MANAGER sep. '06 to present

- Build an intranet infrastructure with hardware servers and software solutions that is capable to facilitate work process and scalable for future expansion. Setup of 8 client computers and 2 file/database servers with varied user access level, network monitoring, network security, daily backups, and collaboration tools such as email, calendars, to-do lists.
- Architect, design, and implement Case Management System to assist, organize, and share information for cases. Implementation of the system utilize SQL to manage database, Window Server Active Directory for permission, PHP for server side scripting, and HTML/CSS markup language as the interface. System has the capability to assign, manage, share case information as well as generate reports, analysis, and graphs.
- Develop custom mobile solution that allows top level users to remotely access all documents, statistics, and information about any case on the company server. Application was written in Objective-C on the iPhone for internal use.

NA Media FOUNDER & DESIGNER jan. '07 to present

- Design and code standards compliant websites from concept to completion for small to mid-size companies. Conform actively to the web workflow process that consist of five phases from defining & discovery, site structuring, visual design, production, to launch. Responsibilities include creating site structures, wireframes, usability & interfaces, visual design drafts, site prototypes, server and client side programming, architect relational databases, and browser testing. Various projects involves programming and integration of custom shopping carts, payment processing, and CMS.
- Art direct new brand identities for clients. Produce designs, layouts, prototypes, mockups with consideration and emphasis on grid system and typography. Create numerous traditional print projects including cd & dvd covers, album art, brochures, flyers, catalogues, business cards, letterheads, posters, invitations, and packages.

Pearbyte Software FOUNDER & DEVELOPER apr. '08 to present

- Experiment and aim to create Apple-level quality software. Focused on the balance of simple user interface, intuitive design, and powerful features. Concept, design, code, and soon-to-be publish applications for the iPhone App Store.

Golmax Inc DESIGNER & DEVELOPER nov. '05 to sep. '06

- Devised, developed, and maintained corporate and e-commerce website.
- Concept, layout, and design corporate assets including flyers, print advertising, business cards, brochures, catalogues, and annual reports. Provided additional assistance to market research, copywriting and translation work.

Colormax Graphics DESIGNER jul. '03 to nov. '05

- Oversaw prepress production, print production, film production, and production scheduling. Supervised projects for print job requirement such as dpi, vector text, true black, text black, bleed, trim marks, registrations, and trapping. Other duties include imposition, page layout, retouching, color correction, knockouts, drum scanning, and platemaking.
- Started initially as a production artist working directly along side clients to complete projects. Proceeded to gain responsibilities of decision making process over art direction and production without client supervision.