

Harold D. Covey
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OVERVIEW

Twenty years experience in graphic design. Over 16 years experience in multimedia development including game design, animation and programming. Thirteen years experience in all aspects of web development including UI/UX design and build-out. Three years experience in app development, including UI design for iOS and Android, management of development team, final QA and testing through deployment.

SOFTWARE

Graphics: Adobe Creative Suite (CC), proficient with most traditional art media.
iPad Illustration: Procreate, Sketchbook Pro, Adobe Draw.
Internet Development: HTML5, CSS3, XML, XSL, JavaScript and jQuery.
Multimedia: Adobe Flash Professional CC, ActionScript.

EXPERIENCE

IKEA

August, 2017 – present

Graphics Co-worker (Com&In)

Responsible for all graphic implementation within the IKEA store to include product communication, customer guidance, installation and maintenance of some displays, as well as communication efforts intended for co-workers. Experience with large-format plotter printer and vinyl cutter.

IKEA

August, 2015 – August, 2017

Goods Flow Co-worker (Inflow)

Responsible for replenishment and warehousing in Self Serve and Full Serve. Product replenishment in Show Room and Marketplace. Gatekeeper: duties include quality control of truck unloads, tracking delivery deviations, plus submitting reports for damage claims and load quality. Driver certifications: Narrow Aisle Reach, Counterbalance Forklift, Power Pallet Jack.

Pixel Press

April, 2015 – May, 2015

Character Design, Illustration, Graphic Design

Worked on illustration and print layouts for the BLOXELS Field Guide, including illustrating opponents and support graphics for three enemy "worlds".

Quality Medical Publications

November, 2009 – February, 2015

Creative Director, Interactive

Responsible for all design aspects of app production, websites, iBooks, email marketing, Flash design and ActionScript programming. Creative Direction on projects utilizing internal and contract staff. Management of development team to meet milestones and functional requirements for apps in both iOS and Android. Samples: [iFlap](#), QMP Video Lecture Series, [Grotting & Cohn Plastic Surgery](#), [SpineJet](#), Plastic Surgery Pulse.

SCA Gaming

November, 2010 – February, 2014

Game Design and Animation

Provided design, illustration and animation for game-of-chance digital kiosks and stand-alone displays. Samples: [Shiver Me Treasure](#), Gridiron Challenge ([attract](#), [transition animation](#), [picks](#)), [Royal Flush](#), [Email Yourself A Million](#), [Suits For Loot](#).

Vivid Sites / Independent Contractor

March, 2006 – November, 2009

Interactive Creative Director, Designer, Web Developer

Responsible for all design aspects of client websites, Flash design and ActionScript programming. Creative Direction on projects utilizing design staff. Clients: [Busch Beer](#), Siteman Cancer Center's myCompass, EJ4 (scalable Flash video module), Dr. Brown's Natural Flow, Wondertouch, Cepia LLC.

Kupper Parker Communications

February, 2003 – March, 2006

Interactive Creative Director

Responsible for all design aspects of client websites, Flash design and ActionScript programming. Management duties include a design team, programmers and production artist. Clients: Busch Beer, Natural Light Beer, Cedarhurst Center for the Arts, Key Principal Partners, Domino Sugar, Francesco Rinaldi, MOHELA, Pfizer.

Maritz Travel

August, 2002 – February, 2003

Creative Producer

Managed artists, copywriters and HTML editors in the creation of client websites. Responsible for overall art direction and Flash development. Clients: Ford, Microsoft Great Plains, hp ENSA, Nissan.

Jellyvision

May, 2000 – May, 2001

Digital Artist (Flash artist and programmer)

Utilized Macromedia Flash to design online games and animations. Tasks included on-screen graphics, programming (ActionScript), syncing to music and sound effects, conceptualization. Used Microsoft Visual SourceSafe for tracking the modification of assets by programmers and artists.

Trendmasters

May, 2001 – July, 2002

October, 1995 – May, 2000

Interactive Web/Media Developer and Game Designer

Responsible for the development life cycle and production of interactive websites, games and activities. Extensive web site development utilizing HTML, Javascript, CGI and ActionScript. Full software functionality responsibility which included extensive testing of HTML code in a highly interactive web environment. Included all on-screen graphics and design, programming (ActionScript, HTML, Javascript, CGI), music and sound effects and conceptualization.

University of Missouri – Columbia***Student Design Center***

August, 1993 - October, 1995

Assistant Art Director

Managed and participated in the production of promotional materials for University of Missouri organizations, departments and administration. Responsibilities include training new interns in the use of graphics applications and assigning designers' projects.

EDUCATION

B.F.A., emphasis in painting, University of Missouri-Columbia. 1995.
B.J. in advertising, University of Missouri-Columbia. 1994.

REFERENCES

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