



Marina Fish

7443 Silver Lake Rd
Maple Falls, WA 98244
T: 206-755-6572
E: marina@marinafish.com

Summary A flexible, creative designer with extensive experience providing timely, on-message, clean and inspired design for Pacific Northwest companies. Self-starter, happy in team or solo settings.

My design portfolio is available to view at www.marinafish.com

My LinkedIn profile can be viewed here: www.linkedin.com/in/marinafish

- Experience**
- Marina Fish Design** 1996-Present
Design consulting for corporations, small businesses and start-ups. From brand systems to product photography, UX to copywriting, I've been involved in all kinds of design. I champion great visual storytelling, design and brand consistency. (full list of clients upon request)
 - BooksI Love** 2014-Present
Responsible for app product design and user experience, all marketing creative, branding, copywriting for this iOS app startup - www.booksilove.com
 - GridPoint** 2009-2014
Sole designer through their acquisition of three companies (V2Green, ADM Micro, Standard Renewable Energy) requiring brand integration, and three overall brand refreshes. Provided creative for all web, print, tradeshow needs.
 - Bag Borrow or Steal** 2006-2008
Design and user experience for subscription-model luxury handbag and accessory e-commerce site. Maintained brand continuity across website, promotional collateral, print, photography etc. Suggested and designed new and improved ways for members to find and view products. Initiated member focus-group meetings and reported on results with recommended solutions.
 - Mode Studios** 2004-2005
Design, photography, broadcast motion graphics, identity design for projection and entertainment design studio.
 - GameHouse, Inc.** (acquired by Real Networks) 1998-2003
Design, user experience and brand systems for over sixty industry pioneering casual games. Developed company identity, web and external marketing elements for one of the few start-ups that survived (successfully) the dot-com bubble.
 - Microsoft** 1997-1998
Design, animation and template authoring and testing through cycles of Microsoft's Home Publishing consumer software product.
 - Monolith Productions** 1996-1997
3D art for games, UI design, touch screen interfaces, served as artist/developer liaison. Worked with motion capture, 3D scanning and render farm hardware.
 - Disney, Warner Bros., Universal Pictures** 1993-1996
Costuming, stylist and production services to various Seattle feature film and TV productions. (full list of productions upon request)

Experience
cont.

Pike Place Market, Seattle WA 1992-1995

Various positions involving window display, sales, marketing art, and customer service. N.B Nichols and Son, Pensione Nichols, A.T.Random, Magnano Foods.

Ivey Seright, Seattle, WA 1987-1990

Professional NW photography lab. Film processing and printing, negative and print retouching, internegative and chrome duplication.

Education

School of Visual Concepts, Seattle, WA ongoing

Studies have included illustration, typography, software technique, HTML programming

Mesmer Animation Labs, Seattle, WA 1995-6

3D modeling, environmental design, animation, texture creation and application, lighting and rendering

Universaru Daigakuin, Osaka, Japan 1990-1991

Japanese, culture and economics

The Northwest School, Seattle, WA 1985-1988

Liberal Arts Studies with focus on drawing and visual art.