



Jaume Mora Bao — Designer & Art Director
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Nine years of expertise as a designer, illustrator and animator.

Coming from a multidisciplinary education background, I work to produce only the highest quality of work across all mediums. My career has led me to nine years of gaining expertise in design, illustration and animation.

Throughout this time I have had the chance to work on various projects, which have allowed me to grow across disciplines working from ideation to execution. This type of forward-thinking has helped me find solutions for the project at hand. I'm constantly looking for challenges and strive to bring only the best ideas to the table as I continue to grow as a creative.

Brand Experience.

Nike, Rexona/Degree, Impulse, Converse, Droid, Verizon, Nickelodeon, American Express, Alli Sports, 4mm Games, Konami, Nokia, Capcom, Comcast, Audi, Volkswagen, Panasonic, F.C.Barcelona, Rhino Records, La Caixa, Visa, Mitsubishi Electric, Match.com, Chemistry, Montesa-Honda, Dewar's, amongst many others.

Specialties.

Multidisciplinary design: On & Offline. Production. 2D Animation. Illustration. User experience. Creativity.

Game Design: Game Design, Concept Art, Character creation, Backgrounds, Animation, Pixel Art.

Work Experience.

Designer & Art Director | R/GA — 01/2011 - present

Art Direction, brainstorming, concept development, user interface with high-level design for international consumer brands.

Consultant Art Director | Digitas — 10/2010 - 01/2011

Art Direction, brainstorming, concept development, user interface with high-level design for international financial and consumer brands.

Consultant Art Director | McGarry Bowen/Continuity — 09/2010 - 01/2011

Art Direction, brainstorming, concept development, user interface with high-level design for international consumer brands.

Consultant Art Director | 4mm Games — 05/2010 - 12/2010

Art Direction, brainstorming, concept development, user interface with design for the company's corporate website and the PC and Console videogames projects.

Visual Designer | IndustryNext LLC — 04/2009 - 04/2010

Design lead, brainstorming, concept development, user interface, art direction with design for the company's own projects and a variety of international clients related to the company's products and projects.

Senior Designer | Hanft Raboy & Partners (freelancer) — 03/2009 - 05/2009

Concept development, art direction with high-level design for international consumer brands and entertainment industry clients.

Senior Designer & Art Director | HTTPcomunicació — 09/2006 - 04/2008

Art direction, brainstorming, concept development, offline design and production for print, interactive design on integrated websites, microsites, rich media advertising, online marketing and email campaigns for large-scale national and international consumer brands. High-level design for national & international consumer brands and varied industry clients.

Designer & Teacher | IED instituto europeo di design — 09/2006 - 09/2007

Senior Designer | McCann Erickson - Momentum Worldwide — 09/2005 - 09/2006

Designer & Direction Assistant | OFFF BCN — 02/2005 - 06/2005

Designer & Art Director | additive (consultant) / additive games — 09/2008 - Present

Education.

• Universitat de Barcelona. (UB) - Spain
BA in Fine Arts / Design.

• Fak d'Art - Mediart Institute - Spain
Animation & Interactive Design Grade.
Master in Graphic & Interactive Design.

Professional References.

• Alexander Reyna - Creative Director
Phone: 718 930 5690
eMail: zander@alexanderreyna.com

• Thiago Veiga - McGarry Bowen CD
Phone: 646 230 2063
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• Sergi Miquel - HTTPcomunicacio CEO
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• Ryan Scott Tandy - R/GA ACD
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