

Brad Hale Jr



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Summary

Experienced Production Artist with a demonstrated history of working in the technology sector. Proficient in Adobe Photoshop and Creative Suite Software with additional skills in 3D modeling and scripting in JavaScript, AppleScript, HTML and CSS as well as keeping up with the newest devices and operating systems. Professional blending the fields of Art and Technology with a BA from The University of Texas at Dallas.

Experience



Production Designer

The Select Group

June 2022 – Present (1 year, 6 months) Creating and editing digital assets in multiple languages including replacing elements with localized versions. Breaking apart Photoshop files from working assets into production assets. Uploading and managing assets in a Digital Content Management system. Maintain quality and pace of work while working with a client that is one of the largest technology companies in the world. Creating scripts and optimizations to improve productivity of myself and coworkers. Tracked deployment of localized assets depending on region.



Production Artist

TELUS International *formerly Lionbridge AI*

Apr 2018 – June 2022 (4 years 2 months)

Produce localized media of software on various devices for training guide materials in multiple languages for a client that is one of the country's largest technology companies. Production role involves capturing localized screenshots or videos, editing media for content and quality, and organizing the media into project folders for delivery into a Digital Asset Management system. Assists team by creating and maintaining scripts and tools used in the production process.



Freelance Designer

Freelance

May 2012 - Apr 2018 (6 years)

Creating graphics and designs for blogs and websites, coding website pages in HTML and CSS with responsive design for mobile and tablets, creating vinyl decals used as decoration or advertisement, and converting video formats from analog to digital.

Education



The University of Texas at Dallas

BA, Art and Technology

2010 - 2012

Completed a Bachelor of Arts degree in the field of Arts and Technology with coursework that covered areas such as digital photography, coding, software design, 2D and 3D graphics, and animation.

Skills

Photoshop • Cascading Style Sheets (CSS) • Tool, Script and Applet Development • Graphic Design • Illustration • 3D Modeling • Windows • OS X • iOS • Adobe Illustrator