

A Few Words

“Dana Hogenson is hands-down one of the best artists I’ve ever worked with. His beautiful design, absolute quality of work, speed, attitude, and understanding of project scope and deadlines makes him the “secret weapon” for any design project. If he’s on your team, you’ve got the best.”

Matt Fleming

Former Senior Art Director at Screenlife Games - Seattle, WA

“I highly recommend Dana as one of the most creative graphic artists I have had the pleasure of working alongside. I served as Senior Producer of the pilot program of HomeTeam. Dana created and supervised the production and graphics package for the HomeTeam pilot. His design played a large part in selling the pilot at NAPTE for syndication to 97% of broadcast markets nationwide. Dana exhibits a can do attitude and always thinking outside the box creatively even under stressful deadlines. I would love to have the pleasure of working with him again on future television or film projects.”

Rhea Monroe

Former Senior Producer at Hometeam/Fuel Media - Seattle, WA

“During the year of 2019, Dana Hogenson has participated in more than 11 trainings and 7 call-outs, volunteering more than 114 hours. Dana is a jack of all trades. He’s a knowledgeable woodsman who is confident and proficient in his outdoor skills. Dana maintains a positive attitude which makes him easy to be around. He is patient and has good communication skills. He’s one of those guys who provide a word of encouragement at just the right moment. Dana maintains a calm, level-headed approach to all things.”

Clallam County Sheriff's Office (Search & Rescue Unit) - Port Angeles, WA

Thank you for taking the time to review this. If there seems to be a fit then I’d appreciate the opportunity to tell you more about myself, skills and experience as a professional designer and an avid outdoorsman.

Respectfully,

Dana

Education

Art Center College of Design

Los Angeles, CA
BFA with honors, Graphic Design
Emphasis in Interactive & Motion Design
1999 - 2002

Collin College

Dallas, TX
AAS, Graphic Design
1997 - 1998

University of Washington

Seattle, WA
1994 - 1996

Work Experience

Web Manager/Design Leader, Peninsula College - Port Angeles, WA

December 2014 - Current

Design lead and manager for website redesign, launched 10/22. Played a key role in building and maintaining the college's brand across all media. Print design, video and photography for marketing and advertising campaigns. UX/UI design for websites, analytics tracking, accessibility improvements and general maintenance for college's web presence. Environmental graphics and signage for campuses. Hired and art directed photographers/videographers for marketing materials, mentored interns and work-study students in the Strategic Marketing & Communications department. Volunteered for many college and community partner events as a brand ambassador.

Multimedia Designer, Watson - Poulsbo, WA

November 2012 - October 2014

Supported product development and sales/marketing with print, interactive, videography and product photography for a high-end office furniture designer/manufacturer. Designed and developed Watson's first iPhone app. Information architecture and art direction throughout their full website redesign. Managed web development company for the redesign. Storyboarded, shot and produced numerous corporate and marketing videos. Worked closely with industrial designers, engineers, manufacturers and the marketing department to ensure high quality and accurate representation of their corporate brand and various product lines.

Art Director, Exponential Entertainment - Seattle, WA

January 2008 - May 2010

Designed and strengthened corporate identity for EE. Art Directed online presence for their service, "HollywoodPlayer" - a casual gaming experience utilizing licensed movie content from major studios. Maintained seamless integration of HollywoodPlayer into partner sites such as Facebook, Myspace, High5 Games, MSN Entertainment, Todayshow.com, MSN Wonderwall... Concepted and helped create numerous game experiences and applications for multiple platforms, as well as led contractors and development teams with brand/experience guidelines. Hired and mentored design interns, worked closely with CEO & CTO to develop pitches and presentations for investors and strategic partners. Patent: <https://patents.justia.com/inventor/dana-hogenson>

Art Lead (Motion Design Division), Screenlife Games - Seattle, WA

August 2005 - January 2008

Taking on a range of challenging design projects for an award-winning design department specializing in film-based interactive games. Game design from concept to completion. Managed teams on design projects throughout design process. Lead designer on the company's first XBOX 360 game project, "Scene it? Lights, Camera, Action". 2007 DVDA Award for Excellence in Menu & Presentation for Family Guy Blast DVD Trivia Game; lead designer. Motion graphics, 3D animation and video editing for various commercials, strategic sales videos and in-game graphic assets.

Art Director, Fuel Media - Seattle, WA

2004 - 2005

Responsible for creating identity & broadcast design packages for pilot television shows as well as print and web design for internal branding and promotion. Played a vital role in directing the creative campaign for the pilot television show and startup company "Hometeam". Responsibilities included creating and maintaining the show's brand across all media as well as hiring and managing designers, photographers, illustrators and art directing our production studios, as well as helping out on set when needed.

Work Experience Continued

Art Director, SubiaCreative - Tempe, AZ

2002 - 2004

Led a team of developers & production artists on a variety of web/print projects. Played a lead role in designing Maricopa County Hospital's intranet, as well as their public-facing web presences and marketing materials. Worked with Phoenix Police Department to redesign and publish their annual report. Designed a stock photography site for SubiaCreative and created the majority of assets, both digital design and photography - spent 3 months backpacking from Italy to Sweden taking photos for the site.

Motion Designer Intern, Digital Kitchen - Bellevue, WA

Summer of 2000

Assisted design studio team with storyboarding/motion/interactive design as well as other remedial tasks including stocking film, running errands...

Software

Photoshop, After Effects, Illustrator, Indesign, Media Encoder, Premiere, Audition, Final Cut, 3DS Max, Cinema 4D, Drupal, Wordpress, Dreamweaver, Google Analytics (GA4)

Projects I've worked on

National Park Service (NPS), Nickelodeon, Star Trek, Dr. Who, Family Guy, Spider-man, Seinfeld, Microsoft Game Studios, T-Mobile, Comcast, Colliers International, Arts Northwest, Extreme Sports Park, Phoenix Police Department, Maricopa County Hospital, Mastercraft, Lower Elwha Klallam Tribe, Austin Powers, MacGruber, The Happening, Hockey Night in Canada, Marvel Studios, Pepsi

Volunteer

C.E.R.T. (Community Emergency Response Team) for Clallam County

March 2016 - Present

Emergency & Disaster response team member for Clallam County, Washington State. First aid, triage/jumpstart triage, disaster preparedness, urban search and rescue, wilderness survival, fire safety, disaster psychology, emergency communications, pandemic response.

Clallam County Sheriff's Search & Rescue

Feb 2018 - Present

Wilderness survival, radio communications, operations planning, search, rescue & recovery, tracking, first aid, land navigation, evidence search protocol, rope systems, multi-agency operations/integration.

Hurricane Ridge, Olympic National Park

Oct 2011 - Present

The Hurricane Ridge Winter Sports Club Education Foundation runs a small, local ski area in Olympic National Park. Creating graphic/video design for marketing materials and identity design/branding for their non-profit entity. Mountain operations employee, previous snowboard instructor and member of the ski patrol team.