

James Harney

Graphic designer

📍 Sydney, Australia

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Education:

- 2008 **Advanced Diploma of Graphic Design**
Design Centre Enmore, Sydney Institute of TAFE
Digital Design (High distinction)
- 2003 **Bachelor of Fine Arts**
UNSW Art & Design, the University
of New South Wales
Print Media

Selected Employment:

- 2008-
Current **Freelancing via agencies and personal clients**
Graphic Designer | Creative
- Roles and responsibilities**
- Print and digital design
 - Illustration
 - Art direction
 - Finishing artist
 - Website UX/UI, building and maintenance via CMS frameworks
 - EDM layout and market delivery
 - Interactive PDF design
 - Account and production management; design concept to completion
 - Social media management, contract writing, press releases, general administration, budgeting, finances and publicity.

Achievements

Developed a wide skill set. Building and maintaining relationships with clients and other stakeholders.

As an interdisciplinary creative, I've gained my experience through working in both large agencies, institutions, small studios and freelancing. I'm a passionate and engaged designer.



Technical Proficiency:

Software: Photoshop, Indesign, Illustrator, After Effects, Office, Acrobat
Coding: HTML, CSS
Operating Systems: Mac/PC
Freehand: Storyboarding and visualisation

- 2015-2016 **Publish Partner, The University of Sydney**
Full-time, Graphic Designer

Roles and responsibilities

- Print and digital design
- Worked within structured brand and visual identity guidelines
- Artwork finishing and prepress, working closely with printers
- Client liaison and account management

Achievements

Working with design and marketing teams to deliver a variety of print and digital collateral, university wide.

- 2013-2014 **Australia Council for the Arts OZCO, Tokyo Residency**
Skills and Development Grant

Achievements

I travelled to Japan, Korea and China to develop a multimedia installation based on traditional woodworking skills. In this time frame I developed an international network of artists, curators, designers, government employees and traditional tradesmen.

Professional Experience:

2010-2013 **The Monkey's Cobbler, Motion Graphics Studio**
Full-time, Graphic Designer

Roles and responsibilities

- Print and digital design
- Website development
- Building close relationships with clients
- Developing branding across print and web applications over consecutive years
- Working in a small studio brainstorming and collaborating with colleagues
- File management and studio best practices

2009-2010 **Universal Favourite, Brand Communications and Design Studio**
Part-time Graphic Designer

Roles and responsibilities

- Print design
- Branding concept and identity development
- Liaising with senior designers
- Production and design of print applications.

2008-2009 **2nd Road, Training and Consulting Firm**
Part-time, Inhouse Graphic Designer

Achievements

Collaborated with 2nd Road consultants to facilitate and develop visual design models that support, summaries and enhance the training and consultancy process for large corporate organisations.

Red Ant Media, Graphic Design and Web Development Agency

Part-time, Graphic Designer

Roles and responsibilities

- Web design
- EDM framework coding and management via third party applications
- UX planning and implementation
- FTP utilities and management.
- Transforming PSD layouts into coding

Achievements

Introduction to HTML and CSS best practices.

References will be supplied on request.
