

Michael Szabo

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Interactive Art and Design

I'm a designer and digital artist with extensive experience in creating identity and content for high-profile brands and advertising campaigns. Art direction, creation, and finalization of deliverable media for print, interactive, and broadcast.

Professional Experience

2010–2013	BBDO ad agency	Senior Interactive Production Designer ad concepts, design / AT&T, Citibank, FedEx, GE, HBO, Lowes, Visa
2009–2010	LLNS ad agency	designer, retoucher ad concepts, interactive, final art / Pfizer
2009	Viacom media broadcaster	retoucher final art / Nickelodeon
1996–1997, 2006–2009	JWT ad agency	Production Artist, designer, retoucher ad concepts, final art / Cuervo, Microsoft, Smirnoff, Unilever
2006–2008	Euro RSCG ad agency	designer, retoucher ad concepts, final art / Sanofi-Aventis, Schering-Plough
2005–2008	Ogilvy Healthworld ad agency	designer, retoucher, interactive ad concepts, interactive, final art / GlaxoSmithKlein, Lilly, Wyeth
1997, 2007	McCann Erickson ad agency	designer, retoucher ad concepts, final art / Chase, Coca-Cola, IBM
2006–2007	Gotham ad agency	designer, retoucher ad concepts, final art / Maybelline
2005–2006	Little Airplane Productions animation studio	Digital Artist character and scenery creation / Disney, Nick Jr.
2005–2006	Publicis ad agency	designer, retoucher ad concepts, final art / L'Oréal
2002–2005	Bergdorf Goodman department store	designer, retoucher, support specialist image concepts, interactive, final art / Bergdorf Goodman Magazine
2003	Berlin Cameron ad agency	typographer logo design / Coca-Cola
2002	Young & Rubicam ad agency	retoucher final art / Phillip Morris
2001–2002	Saatchi Healthcare ad agency	designer, retoucher ad concepts, final art / Amgen, Pfizer, SmithKlein Beecham

Personal Work

2004	college textbook	referenced in Reading Culture / Longman
2000	design anthology	published in Searching for the Perfect Beat / Earthprogram
1999	documentary film	featured in Better Living Through Circuitry / Cleopatra Films
1997	design annual	published in 365: AIGA Year in Design / AIGA
1997	museum collection	added to National Design Museum / Smithsonian Institution

Skills

ad conceptualization, image composition, retouching, graphic design, animation and production for print, interactive, broadcast

resident expert, brainstorming solutions with both creative groups and technical studios

team leader, providing mentoring and decisive direction to a diverse group of artists and developers

Education

1989–1993	Parsons School of Design	bfa program / studied product + environmental design
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