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I'm Andy Bissonnette; currently a Production Designer at mono in Minneapolis, MN with experience in print, digital design and development.

Experience **mono**
Production Designer December 2013 - Present

Implement design thinking based on concepts developed alongside art and creative directors. Everyday tasks include storyboarding TV spots, User Interface design and flash animation and development.

Kruskopf Coontz
Studio Artist November 2013 - December 2013

Responsible for production, photo retouching/color correction and development of all print and interactive collateral. Also responsible for maintaining communication and uploading of final files to the print and digital vendors.

Martin Williams
Studio Artist November 2011 - November 2013

Design and production of print and interactive media. Project scope ranged from production of catalogs and brochures, flash and static banner design and development, to conceiving, designing and developing mobile and desktop User Interfaces.

Olson
Digital Artist June 2011 - October 2011

Assisted in the design of Olson's Brand Evolution from print, package, and direct mail pieces, to interactive PowerPoint presentations under the creative direction of the Chief Brand Officer. Also assisted with color correction, photo retouching and preparing files for production printing.

Education **Minnesota State University Moorhead**
Bachelor of Fine Arts (Graphic Design Emphasis), December 2010

Skills
Digital and print production
Photo manipulation and retouching
Color correction
Mobile and desktop User Interface design
Flash animation and development (ActionScript 3.0 and 2.0)
HTML and CSS
Intermediate understanding of JavaScript and JQuery