

Graham Slick

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(917) 447-7542

graham@grahamslick.com

Hello!

I'm a creative, analytical, strategic and passionate user experience based creative problem solver.

I've held roles in the agency, product design and start-up worlds and I am a valuable asset in ideation, strategy, user experience and creative direction.

I bring a smart and fresh approach to design and usability.

I'm looking to join a smart, creative and cooperative team which strives to create great work.

I'm constantly creatively exploring. In my spare time you'll often find me building my own start-ups and apps (ie: Made By Example, Here Here, Submarine, ADQT, etc), making music (ie: Oblib & Bison), creating art (painting, photo, mixed media), and going hard on yoga and ping pong.

Portfolio

www.GrahamSlick.com

Education

University of Massachusetts

Amherst, MA
Fine Art & Design



Graham Slick Consulting

Creative Direction / User Experience / Interaction Design / Product Design

2015 - Present

Mercer 2017 - Salesforce1 Playbook - Creative Direction and Layout

Rivals 2017 - App Design, Creative Direction, UX and IxD

Open Paddle 2017 - App Design, Creative Direction, UX and IxD

McGrawHill Financial 2016 - COBE App - iPhone App Design, UX and IxD

Squrl Trading 2016 - Creative Direction, Branding, Web Design and Social

Columbia University 2015 - Giving Day 2015 - Creative Direction, Design and IxD



Story Worldwide Agency

Associate Creative Director (User Experience & Design)

Jan 2014 - May 2015

New York, NY

As an ACD (UX & Design) I had my fingers in many projects, often simultaneously. I created user experience for responsive websites, creative directed & designed campaigns and interactive pieces, created logos, video ideation and notes, print design, and brainstorming. I directed teams of 3-5 designers. Led client presentations. I was also the technical intermediary between the dev & account teams.

Clients: **Unilever Suave I Can't Believe It's Not Butter! Country Crock Bertolli Popsicle SEI WGNA Columbia University Purdue University**



Sub Rosa Agency

Contract - UX Designer / Product Designer

Nov 2013 - Feb 2014

New York, NY

I worked with Re/Code and GE Garages to create responsive user experience design and wireframes. Brainstormed interaction design and new site features. I also ideated new functionality and features for Napster's new mobile app.

Clients: **Re/Code GE Garages Napster**

HERE Here Here

HERE HERE Founder - Product Design / Creative Director / UX

Jun 2012 - Jan 2014

New York, NY

In 2012, I founded a responsive interactive application which allowed users to find others with similar interests, as well as create events to reconnect with current and old friends.



Madzik Agency

Creative Director

Sep 2010 - Feb 2013

New York, NY

Led creative for all interactive, print, event, video and motion graphics projects. Directed developers & print bureaus, and collaborated with clients & partners. Managed teams of 3-12 people. Led brainstorming & strategy meetings. Part of my duties at Madzik was that I was also the general manager of Madzik's owner's table tennis, art gallery and event space in Williamsburg Brooklyn called, "PIPS".

Clients: **Tiger Beer Heineken Light Lablon Cachaça Puma Beton Builders Inc. PIPS Big Brothers Big Sisters Cinomadic Gimlet RFHX Soho Pong**

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Awards & Press

Mercury Cars

Meet the Lucky Ones

+ Adweek's Top Ten Advertising Campaigns
+ Featured in The New York Times, Ad Age, and Creativity Magazine

Lincoln & Mercury Cars

Lovely By Surprise & The Neverything

+ Featured in Contagious Magazine

Garnier Fructis

The Harry Situation

+ One Show Entertainment Awards' Best Branded Entertainment Campaign
+ Featured in Esquire Magazine and New York Times

Lincoln Cars

My Dream

+ Featured in Contagious Magazine, Creativity Magazine, and AdCritic.com



Dandelion Agency Contract - UX Designer / Art Director

2004 - 2012
New York, NY

I've worked with Dandelion over the years in multiple capacities, for one of the many projects I was sent to Memphis TN for a month to be the on-site interactive producer and still photographer for an online webisodic movie which was being filmed for Lincoln & Mercury Cars. Before the current iteration of the company, Dandelion was an interactive TV studio called Cylo, which I worked for as an art director.

Clients: [Lincoln Cars](#) [Mercury Cars](#) [Guinness Draught](#) [Garnier Fructis](#) [Foodify](#)
Partners: [Euro RSCG](#) [Wunderman](#) [Radical Media](#) [The Night Agency](#)



USA Network Interactive Producer & Designer

Feb 2004 - Sept 2005
New York, NY

Designed and developed the website for "The Number One Watched Cable Television Channel". Lead designer for their flagship show "Monk". I also managed the production of outsourced micro-sites. Mentored junior designers.

Clients: [USANetwork.com](#) [Monk](#) [US Open Tennis](#) [PGA Golf](#) [Made in the USA](#)
Partners: [Firstborn Interactive](#) [Yahoo!](#) [EyeBlaster](#)



Cylo Interactive Interactive Art Director

July 2001 - Feb 2003
New York, NY

Designed applications for mobile devices and one & two screen interactive television games as well as designed creative for on-demand video menu systems.

Clients: [Volvo](#) [Pontiac](#) [Intel](#) [Condé Nast](#) [Sharper Image](#) [Cablevision](#) [AMC TV](#)
[Comedy Central - The Daily Show](#) [BravoTV - Inside the Actor's Studio](#)



Graham Slick Consulting Creative Direction / User Experience / Interaction Design / Product Design

[Lifestander](#) 2011 - Creative Direction, UX Design, IxD

[Call of DuTees](#) 2011 - **Founder**, Creative Direction, UX Design

[ADQT](#) 2010 - **Founder**, Creative Direction, UX Design, IxD

[Magnet Theater](#) 2009 - Creative Direction, UX Design, IxD, Branding, Print Design

[Reveral](#) 2009 - Creative Direction, UX Design, IxD

[Pryn Alexander](#) 2009 - Creative Direction, UX Design, IxD, Branding, Print Design

[Evaspace](#) 2009 - Photography

[Gitana Rosa Gallery](#) 2009 - Web Design, UX Design, Social, eCRM

[717 Gallery](#) 2008 - Web Design, UX Design, Social, eCRM

[Fairer Globalization](#) 2007 - Creative Direction, UX Design, IxD

[Carnegie Council](#) 2006 - Creative Direction, UX Design, IxD

[Policy innovations](#) 2006 - Creative Direction, UX Design, IxD

~partial list