

# colin burch

interactive designer & illustrator

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colinburch.com

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## who i am

I have been working in advertising, specializing in interactive, for two decades. Having worked across a broad spectrum of disciplines from illustration and design to development has given me a unique perspective on the challenges faced by clients. When not behind a computer, playing with my dogs, or making monsters in my studio, I can most likely be found in the woods building trails, or riding one of my (far too) many bicycles.

## where i've worked

Interactive Designer/Illustrator & Owner, Colin Burch: Design & Illustration, LLC  
Pittsburgh, PA 2011-Present

Concept development, interactive design, retouching, illustration, motion graphics, rich media development, animation. Clients include West Penn Allegheny Health System, Highmark BCBS, Bike Pittsburgh, GSK Pet, GES, Pfizer, as well as ongoing consulting work for MARC USA (clients I work on for MARC include Rite Aid, True Value, Cooper Tire, Gold Eagle) and other large design firms.

Interactive Designer/Flash Developer, BarkleyREI Pittsburgh, PA 2007-2011

Concept development, design, illustration, retouching, video editing, flash development, animation. Clients include PA Tourism, Lee Jeans, Carnegie Mellon University, Minnesota Tourism, Weight Watchers and Riviana Foods

Multimedia Designer/Developer, Brunner Pittsburgh, PA 2005-2007

I was responsible for design and flash development along with some video, voice-over and photo direction for clients including GlaxoSmithKline, Dow Chemical, Consol Energy, Del Monte Foods and Zippo

Graphic & Motion Designer/Animator, Screenvision Direct Rochester, NY 2002-2005

High-volume in-house design (apx 20 finished ads a day) for one of the largest cinema advertising companies in the nation. The clients were large and small, corner stores and the Ad Council. I also helped create some of the first fully animated advertising in theaters in the US.

Senior Interactive Designer, Anabasis Software Rochester, NY 2000-2002

UI/UX design, retouching and animation for interactive instructional applications; along with creating all the print and online marketing as well as brand identity for the company and its publications.

Print & Interactive Designer, Kraus LeFevre Studios Rochester, NY 2000-2001

Concepted and designed interactive displays, physical and electronic for clients like the local zoo, Xerox and Kodak. Also responsible for online marketing and display advertising for a variety of local clients and the studio.

## what i learned

Art Institute of Pittsburgh Associate, Visual Communication 1997

## what i can do

My areas of expertise include interactive design, ui/ux design for responsive web and mobile apps, illustration, video, motion design, animation, and display advertising. I am well versed in pretty much the entire Adobe Creative Suite, Subversion, Asana, Basecamp & Slack and I've been using agile/iterative design and development processes since 2010. I also screen print a mean t-shirt.

references available upon request    interactive portfolio available at [colinburch.com](http://colinburch.com)