

jeremy walla

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Experience

ImageGrinder: Owner, 2000-Present

Designed and developed online commerce solutions.
Brand Development, including logo and image design, & collateral materials.
Art Direction and design on countless successful and award-winning desktop and mobile sites.
Produced sites, games, illustrations, paintings, animations, and brand identity packages.

Johnson County Community College: Adjunct Faculty, Spring 2011-Present

Developed syllabi and taught courses covering advanced javascript, HTML, CSS and design.

Art Institutes International: Adjunct Faculty, Spring 2011-Summer 2012

Taught courses covering online marketing, advanced javascript, actionscript, HTML, CSS and design.

SPIDERtel, In10sity: VP and Director of Interactive, Spring 2006-July 2011

Reorganized, staffed, trained and managed the interactive department.
Created processes and procedures for all interactive development projects.
Oversaw the direction and design of every project produced by the interactive department of SPIDERtel.
Produced sites, content, illustrations, animations, brand identity packages and custom print pieces.

William Jewell College: Adjunct Instructor of Art, Spring 2001-Spring 2006

Recommended curriculum and schedule of courses for degree emphasis in design. Worked with Communications, Art and Business departments to design an interdisciplinary marketing major.
Developed syllabi and taught several courses including: Visual Design, Computer Graphics 1 & 2, Drawing 1, Painting 1 & 2, and Illustration.
Taught a full course load or overload as an adjunct Fall 2002-Spring 2006.

Cephas: Creative Director, 1999-2000

Reorganized, staffed, trained and managed the creative department.
Member of Executive Board.
Created process by which projects flow through technical creative and account management departments from inception to implementation. Worked with other department heads to ensure smooth informational transactions and that all needs were being addressed.
Oversaw the direction and design of every project produced by the creative department of Cephas.
Produced sites, content, illustrations and animations.

BlairLake: Executive Director of Design, 1996-1999

Founded, staffed, trained and managed the design departments of BlairLake in Kansas City and New York City.
Created process by which projects flow through technical creative and account management departments from project inception to implementation.
Oversaw the direction and design of every project produced by the creative department of BlairLake through both locations.
Brand Development, including logo and image design, for BlairLake and for the clients of BlairLake.
Art Direction and design on several successful and award-winning internal and external sites.
Produced sites, games, illustrations, paintings and animations.

Education

University of Phoenix

MBA in Marketing, April 2006

The Illustration Academy

Graduate Study in illustration, 1996

William Jewell College

Bachelor of Arts in Business Administration, 1996

Bachelor of Arts in Art, 1996

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Skills

Management

Staffing, Training, Employee Development, Policy & Process Development, Direction

Artistic

Traditional Graphic Design, Interactive Design, Drawing, Painting, Illustration, Animation

Technical

HTML, CSS, Javascript, jQuery, PHP, ASP, MySQL, Flash, Extensive Apple Hardware & Software Expertise

Teaching

Curriculum & Syllabus Development, Classroom & Studio Instruction, Lecture & Demonstration

Clients

Partial Client List

Disney

Hallmark Cards

IBM Global Services

Sprint

Sprint PCS

Duke Energy

Friends of JCDS

John Q. Hammons Hotels

United Technologies/Carrier

Lee Apparel

Navistar International Trucks

Direct Marketing Association

Johnson County Triangle

Dillard's

Lathrop & Gage

King Louie International

Hallmark Entertainment

Paper Warehouse

V&R Records

CST Industries

Bank of Kansas City

JDC Development Company

Children's Mercy

Wolfeman's

The Motley Fool

DotDeliver

Operation Breakthrough

Cook Management

Shook, Hardy, & Bacon

United Way of Greater Topeka

Smart Systems International

Hoechst Global AG

William Jewell College

Bellewether

Valencia Endodontics

WallaStreet Wealth Management

Gastinger, Walker Harden Architects

Piano Technicians Guild

Harvest Media Group

R.W. Engineering

800 Call-KC

Kaleidoscope

References

Rob Burcham: former coworker, BlairLake

Manager of Innovation, Sprint. 913.794.6254 Robert.H.Burcham@sprint.com

Travis Beckham: former employee, Cephaz

Senior Interactive Designer / Developer, Liquid9 / 31st Second. 816.682.3660 travis@squidfingers.com

Micah Laaker: former employee, BlairLake

Design Manager, Yahoo! micah@laaker.com

Bil Brown: former employee, BlairLake

Pastor of Worship & Creativity, Desperation Church. 816.192.8335 bbaltimorebrown@gmail.com

Rob Quinn: former colleague, William Jewell College

Art Department Chair, William Jewell College. 816.781.7700 quinnr@william.jewell.edu

Nano Nore: former colleague and professor, William Jewell College

Professor, William Jewell College. 816.781.7700 nanonore@william.jewell.edu

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Teaching Philosophy

My goal as a teacher is to help my students achieve their objectives and to fulfill their creative potential. Although I consider any day I personally don't learn something new as a lost opportunity, most students don't generally attend classes because they love learning. Most students I encounter today come in with a passive attitude and are waiting to be taught. My challenge is to help them transform into active learners. They want to accomplish something in their life, and they are sitting in my classroom because they believe that will help them to do so. That is their motivation.

I believe that understanding their motivation is key to being able to communicate with students in a meaningful way. It is impossible to effectively communicate through design if you do not have a thorough understanding and appreciation for your audience, their visual language, and their cultural cues. I know this is true as a teacher as well.

My focus professionally is on interactive and visual design. I view all design as creative problem solving, and so my underlying process is focused on problem solving skills. For example, rather than giving a direct answer, I will ask questions until the student arrives at the answer themselves. When the answer is the result of the student's discovery it becomes something they internalize. The answer is something that they own, and they are far more likely to carry that with them throughout their career.

I believe in a holistic approach to any given subject. People do not experience things in a vacuum, and it is difficult for them to digest and retain new information if it is presented to them without context. So I am careful to explain the history, philosophy, underlying principles, cultural origins, etc. that effect a subject. Knowing how to use Photoshop makes you no more of a designer than knowing how to swing a hammer makes you an architect. Likewise, knowing how to code HTML is valuable, but knowing why to code HTML is far more important. The tools of an interactive designer or developer evolve and change, and, if you don't know why to use the tools, your knowledge will quickly become obsolete.

I also believe strongly in a collaborative environment. Much like context sheds greater light on a subject, collaboration gives greater meaning to experience. Working together, students can exponentially grow as they learn from the experience and insights of others. They can also benefit from the continuous feedback and criticism that a collaborative environment provides. To accomplish this, I frequently assign group projects, and hold critiques on project milestones as well as on completed projects. Criticism has a generally negative connotation, especially for creative individuals. My aim is that, before the end of their first course with me, they see criticism as essential for reaching their potential.