

# Jason Permenter

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## **WORK HISTORY**    **Director of Interactive • Carbone Smolan Agency**

May 2015 – present (New York)

Along with the Partners and Project Managers, the Director of Interactive at Carbone Smolan Agency is the face of the company for digital projects. As such, I establish the strategic, conceptual, functional and stylistic direction on projects for clients and staff and orchestrate their work, as well as the work of photographers, writers, illustrators, developers and other outside vendors. I define and implement overall project creative standards. Additionally, I direct, train and mentor creative staff, help sell company capabilities and work to clients, oversee health of projects to maintain profitability, and interview & hire potential team members.

Clients include:

*Boston Consulting Group, Las Brisas Hotels, CurePSP, Shuttersong, Latham & Watkins, Winston & Strawn*

## **Group Design Director • Big Spaceship**

July 2014 – May 2015 (Brooklyn)

As Group Design Director, I was responsible for the overall health of the Big Spaceship design discipline and the visual design of individual client engagements. I collaborated daily with project team members, clients, and the executive team at Big Spaceship to ensure stellar work. I was directly involved with the execution of new business pitches from a both a strategic and visual design angle. I presented and discussed strategy and design directly with clients throughout the life of a project. Other responsibilities included discipline hiring, SWOT analyses, and company-wide goal-setting.

Clients included:

*Google, YouTube, Guggenheim, Organic Valley, Dreamworks*

## **Design Director • Big Spaceship**

May 2013 – June 2014 (Brooklyn)

Designer and coordinator for project teams. I collaborated and designed alongside cross-discipline team members. I presented and discussed strategy and visual solutions directly with clients on a constant basis. Also worked directly on and presented for new business pitches, including strategy, UX, and visual design solutions.

Clients included:

*Google, West Elm, YouTube, Organic Valley, Dreamworks, Capital One, BSS dot com*

## **Lead Designer • Mule Design Studio**

May 2011 – May 2013 (San Francisco)

Lead designer for Web and iOS app projects. Collaborated and prototyped daily with our team of designers, developers and researchers. Presented strategy and visual solutions directly with clients on a daily basis.

Clients included:

*Mac/PCWorld, ProPublica, eNotes, Reverb, Intent, IntApp, Knight Journalism Fellowships, George Soros.*

## **Designer • DotBlu, Inc./Townhog**

June 2010 – May 2011 (San Francisco)

Designed daily imagery for Web, e-mail and print newsletters (combined daily audience of ~1,500,000).

I collaborated closely with the marketing and creative departments to create corporate collateral, including promotional media packages such as business cards, digital and print advertisements, and flyers.

## **Professor • College of Charleston**

August 2000 – June 2001, August 2004 – December 2006

Developed and presented both undergraduate- and graduate-level courses in geology, including introductory and advanced topics (e.g. earthquakes, volcanoes, dinosaurs, chemistry, physics, remote sensing, critical thinking)

## **EDUCATION**

MFA Graphic Design, Academy of Art University (2007 – 2010, ABD)

Ph.D. Volcanology, University of Cambridge, UK (2001 – 2007, ABD)

MS Geology, Indiana State University, IN (1997 – 2000)

BS Geology, College of Charleston, SC (1991 – 1995)

## **SKILLS**

strong presentation, managerial and interpersonal skills; outreach/communication; typography

Adobe Creative Suite, Keynote

## **INTERESTS**

scientific method, volcanoes, twins, roasting coffee beans, old maps, Dungeons & Dragons, podcasting.