

# Elizabeth Miller

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## OBJECTIVE

PORTFOLIO [InnerState.org](http://InnerState.org)

An award-winning, diversified and socially-conscious designer with a proven track record of innovation and dedication seeks a design opportunity in order to develop, promote and expand an existing design team.

## EDUCATION

**NORTH CAROLINA STATE UNIVERSITY**  
College of Design

Bachelor of Graphic Design Degree, 2000  
Minor: Spanish  
Concentration: International Politics

## PROFICIENCIES

Illustrator	Flash	Indesign	PC/Mac
Photoshop	CSS/HTML	Interface Design	Browser Compatibility
Dreamweaver	After Effects	SEO	

## EXPERIENCE

### Waggener Edstrom Worldwide

Experience Designer

Oct, 2005 – Present Research Triangle Park, NC

- Currently I work within, WE Studio D, the digital design lab inside Waggener Edstrom Worldwide. Primary responsibilities are to collaborate with project managers, designers and developers in order to deliver consistent and quality online experiences. Projects encompass a variety of solutions from microsites and extended online branding to community-driven web experiences that include blogs, wikis, videos and other engines of valuable user experience.
- The evolution of Social Media and how it relates to PR is an ongoing focus for WE Studio D. Harnessing these new media outlets, options and experiences and implementing them in a thoughtful, dynamic and creative way makes this job particularly engaging.

### MISG, A Division of ANXeBusiness Corp

Web Designer

Oct, 2005 – Present Research Triangle Park, NC

- Primary function was to collaborate with developers to design user interfaces for web applications from project scope and architecture to completed front-end.
- Worked with division heads and senior staff as lead design to establish strategies, including: product branding and rebranding, corporate identity, style guides, internet and print marketing, and trade show & event design.
- Worked closely and gained familiarity with PHP, JSP, JavaScript and ActionScript.
- Developed strong experience with browser compatibility issues, web standards, GUI and SEO

### LA-Z-BOY / Ashby's Furniture, Inc

Lead Designer

Oct, 2002 – Sept, 2005 Raleigh, NC

- Conceived, instated and managed the In-Home Design Program for all district stores.
- Developed a design protocol and model, authored company training manual, hired and trained design staff and managed sales staff on design-related issues.
- Other duties included purchasing, in-store marketing, inventory management and client design presentations – directly resulting in 20% of company-wide sales.
- Awarded company-wide Designer of the Year for 2004.

### ULTRA 16

Junior Designer / Internship

Jan, 2002 – May, 2002 New York, NY

- Designed look & feels, interactive mockups and animation examples for new clients and completed support design work within the constraints of existing accounts.
- Assisted with project management through research and identification pertinent to client needs.
- Co produced mockups with other designers and developers to refine solutions.
- Monitored industry trends and presented findings to Principal and Managing Partner as relating new business opportunities.
- Reviewed content and prepared Request for Proposals for potential clients.

### 50 FORWARD MEDIA

Junior Designer

Jan, 2001 – Nov, 2001 New York, NY

- Collaborated with project managers and developers in order to develop user interfaces for web applications, CD-ROMs and web sites.
- Created wireframes, site maps, usability tests and other design documents pertinent to the project scope.
- Primary web technologies used were CSS/HTML, Flash and Dreamweaver.
- Commenced a working knowledge of PHP, JavaScript and ActionScript.

Professional References Available Upon Request