

Brad Kelley

3708 S Grand Ave
Independence, MO 64055
816-529-3096
brad@bradkelley.com
www.bradkelley.com
www.linkedin.com/in/coolgrafix

Background

I'm a professional user experience designer, interactive services manager, and digital artist living in the Kansas City, Missouri area. I bring to life compelling interactive and print projects for clients in the Midwest and around the world. My body of interactive work ranges from websites and web applications to interactive games, online training materials, ebooks, and videos. My traditional design work ranges from branding and marketing collateral to collectible trading card games, trade shows, catalogs, book covers, and more.

Useful Skills

Applications

Web: VS Code, Visual Studio, Coda, MySQL Workbench, GitHub, SourceTree
Multimedia: Final Cut Pro, After Effects, Premiere, Hype
Creative: Adobe Creative Suite, OmniGraffle
UX/UI: InVision, Sketch, Craft, Balsamiq

Programming

Coding: HTML, CSS/Sass, PHP, C#, JavaScript, Bootstrap, responsive/mobile
CMS: Joomla, WordPress, Umbraco, Drupal, DNN, Ektron, SharePoint
Databases: MySQL, SQL Server

Project Management

Trello and Jira usage in a loose AGILE environment; requirements gathering; creation of requirements and scope documentation, creation of project proposals and estimates; liaising with stakeholders; leading project teams to successful completion.

Education

Murray State University

B.S. in Graphic Design
December 1994

Honors

- Winner, 2004 GenCon Ennie Award, Peer Award, *Grim Tales*
- Nominated, 2003 GenCon Ennie Award, Best Art (Cover), *Heroes of High Favor: Elves*
- Winner Gold Pinnacle Award, International Festivals and Events Association, *Festival Website* category, 1997 Kansas City Blues & Jazz Festival

Organizations

Over the years I've served on the board of directors for AD2 (the under-thirty division of [The Advertising Club of Kansas City](#)), [The Freelance Exchange of Kansas City](#), [fluidUI](#), [The Role-Players Guild of Kansas City](#), [KC Game Fair](#), [Midwest GameFest](#), and [BobCon](#). I have donated or discounted my services to a number of worthy causes including [The March of Dimes](#), [The International Essential Tremor Foundation](#), [The Alzheimer's Association](#), [FIRST LEGO League Jr.](#), [FIRST LEGO League](#), and [FIRST Tech Challenge](#). When not working, I coach an FTC robotics team, play tabletop hobby games, and spend time with family.

Work Experience

NASB, Kansas City, MO

Solutions Architect

Oct 2017 - Present

I help establish technology solutions to productivity challenges that drive the company toward efficiency. I also help bridge the gap between the IT Applications and Marketing groups.

Freelance, Kansas City, MO

Design and Development

Apr 2015 - Sept 2017

Mostly web-based design and management work with some print design.

- Web site visual and user interface design, along with back-end implementation
- Project proposals, requirements, and project post mortems
- Marketing email design and implementation
- Social media campaign design and management
- Online community management
- Kickstarter campaign design and management
- Traditional print marketing and collateral design

Examples

- [Gray Swan Software, 2016](#)
- [Midwest GameFest, 2016](#)

Group 3 Solutions, Kansas City, MO

Consultant

Apr 2015 - Sept 2017

Provided visual design and UI in multiple paradigms (e.g. desktop, mobile), implementation, and maintenance of corporate and institutional web sites, creation and commissioning of artwork, multimedia development, back-end programming, information architecture, and project proposals and estimates. Consultant for technology issues on an as-needed basis.

Examples

- [Dobies Healthcare Group, 2017](#)
- [AdAtlas, 2016](#)
- [DITMCO International, 2016](#)
- [Founding Bumps, 2016](#)
- [Safe Fleet, 2015](#)
- [Group 3 Solutions, 2015](#)

Group 3 Solutions, Kansas City, MO

Interactive Manager

Jan 2007 - Mar 2015

Led a stable of freelance developers and designers, in a loosely AGILE environment, producing responsive corporate websites and web applications. Responsible for visual design and UI in multiple paradigms (e.g. desktop, mobile), implementation, and maintenance of corporate and institutional web sites, creation and commissioning of artwork, multimedia development, back-end programming, information architecture, and project management.

Examples

- [R·O·M Corporation, 2014](#)
- [H&R Block Newsroom, 2012](#)
- [Suture Express eNewsletter, 2012](#)
- [Dobies Healthcare Group, 2012](#)
- [B.E. Smith eCard, 2011](#)
- [Suture Express, 2011](#)
- [Langdon & Emison Attorneys at Law, 2011](#)
- [AD Clean Energy, 2011](#)
- Group 3 Solutions, 2009
- Hickerson-Wahaus Advertising & Design, 2007
- [Elliott Aviation, 2007](#)
- [Boilmakers National Fund, 2007](#)

Freelance, Kansas City, MO

Design and Development

Feb 2002 - Dec 2006

A great variety of work for a great variety of clients.

- Traditional print design (book covers, book interiors, flyers, posters, booths, identity)
- CD-ROM and DVD authoring and cover design
- Web banner ad design and implementation
- Front-end and back-end website design and implementation (concepts through database design, coding, and delivery)
- HTML email design and implementation (electronic public relations, newsletters, and promotions)
- Web site team management (proposals, requirements, personnel wrangling, and project post mortems)

Examples (few interactive examples remain from this period)

- [Gray Swan Software, 2010](#)
- [Trailblazer, 2009](#)
- Dobies Healthcare Group Website, 2005
- [Child Health Care Association \(CHCA\), 2005](#)
- [Alzheimer's Association Heart of America, 2004](#)
- [International Essential Tremor Foundation, 2004](#)
- [Chris Mann CD Cover, 2004](#)
- [Slavelords of Cydonia, 2004](#)
- [Heroes of High Favor: Gnomes, 2004](#)
- [Grim Tales, 2004](#)
- [Innovex Golf, 2004](#)
- DITMCO Website Multi-language Conversion, 2004

- [Heroes of High Favor: Halflings, 2003](#)
- [The Book of Unusual Treasures, 2003](#)
- [The Freelance Exchange of Kansas City, 2003](#)
- DITMCO Website Download Support System, 2003
- Dobies Healthcare Website, 2002
- [Heroes of High Favor: Elves, 2002](#)
- [Heroes of High Favor: Half-Orcs, 2002](#)
- [Widick Marketing Website, 2002](#)
- [Bad Axe Games Website, 2002](#)
- [DITMCO TestAssistant II CD-ROM, 2002](#)
- [R-O-M Corporation CD-ROM, 2002](#)
- R-O-M Corporation Website, 2002
- [Heroes of High Favor: Dwarves, 2002](#)
- [Misc HTML Email Designs, 2002 - 2006](#)
- [Identix SmartTouch, 1998](#)
- [BkMk Press, 1998](#)
- [Misc Freelance Websites, 1998-2000](#)

Fleishman-Hillard, Inc., Kansas City, MO

Web Developer

Aug 2000 - Jan 2002

Key player in a small interactive group at the Kansas City office of the world's largest public relations firm. Responsible for visual design, implementation, and maintenance of large corporate and institutional web sites, including creating or commissioning artwork, back-end programming user interface design, and multimedia development.

Examples (few interactive examples remain from this period)

- [The Catfish Institute, 2001](#)
- Vardenafil promotional videos, 2001
- Bayer Animal Health website, 2001
- California Fire Ants website, 2000

BKV – Kansas City, Overland Park, KS

Art Director - Interactive Group

Mar 1997 - July 2000

Responsible for creating and commissioning artwork and user interface design for business-to-business and business-to-consumer web sites and multimedia projects, creation of project proposal and timelines, interfacing with application developers and account service.

Examples:

- [BKV Games, 1999](#)
- [Ad Wars, 1998](#)
- [Board of Public Utilities, 1998](#)
- [Hangar 18, 1997](#)

BKV – Kansas City, Overland Park, KS

Imaging Specialist - Production Department

Oct 1996 - Mar 1997

Worked with art directors to produce desired results and special effects. Responsible for day-to-day layout and file preparation of catalogs, brochures, flyers, point-of-purchase displays,; scanning and retouching.

Thunder Castle Games, Inc., Kansas City, MO

Creative Director

Mar 1995 - Sept 1996

Developed corporate identity system and service marks. Responsible for look and feel of card and role-playing game products, advertisements, packaging, point-of-purchase displays and large stand-ups.

Examples

- [Towers in Time: Greek Edition, 1996](#)
- [Highlander: The Card Game, 1995](#)
- [Thunder Castle Games Identity, 1995](#)

References

References are available upon request.