

Greg Merner, B.DES.

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I'm an award-winning communication designer known for my collaborative & problem-solving approach to design. My passion is to drive results by creating approachable, user-centered graphic design solutions.

Education

NSCAD University 2002
Bachelor of Communication
Design (Honours)

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Creative Software

Adobe Creative Suite
Microsoft Office
Keynote

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Remote Tools

Slack
Asana
Google Docs
Google Drive
DropBox
Skype
join.me

Experience

Antenna Social Media & Design *Creative Director* 2016 – 2018

In this role I helped clients achieve business goals by developing strategic and user-centered design initiatives for print, web, & social. I led creative direction, graphic design, production, and managed project deliverables.

Idea Factory *Art Director* 2013 – 2016

Produced concepts, art direction and graphic design for multi-million dollar clients. Served as lead designer for multiple branding projects, participated in brainstorming sessions, client pitches, proposal creation, and strategy sessions. Directed and provided feedback on photo shoots, video shoots, and motion design projects. Directed a team of graphic designers, production artists and mentored intern writers and designers.

Gener8 Interactive *Graphic Design Lead* 2009 – 2013

Creative direction and graphic design for web, brand identity, and online products.

Tract Consulting *Senior Graphic Designer* 2008 – 2009

Responsible for place branding, experiential tourism, environment design, production of interpretative panels, environment, brochures, signage and web.

Hallographix *Senior Graphic Designer* 2007

Working in a small team, I designed corporate identities, annual reports, brochures, and signage for retail, mining, and real estate sectors.

Twin Fish Creative *Graphic Designer* 2007

Design and production of identity, ads, signage, interior design, and collateral for golf course, real estate, and community developments in the Lower Mainland, BC.

Studio 2 *Graphic Designer* 2004 – 2006

Design and direction of print ads, brochures, media kits, publication layout, web templates, business cards, and PowerPoint.

NavSim Technology, Inc. *Graphic Designer* 2003 – 2004

Branding, graphic user interface design, print ads, and product packaging for digital marine navigation software packages.

Flanker Press *Graphic Designer* 2002 – 2003

Concept and design for book jackets, text layout for fiction and non-fiction. Produced ads, pop displays, and print production.