



BRENT SANDIFER

A multidisciplinary producer and creative that specializes in efficient design process, design strategy, art direction, content oversight, and digital experience. I compose solutions that strive to sincerely serve our most human needs, and accelerate teams to do more with less.

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EDUCATION

Bachelor of Fine Arts in Design

Western Washington University
Bellingham, WA
2011-2015

EXPERIENCE

Azure.com

Designer / Producer 2018-Present

As the right hand of the design director, and diligent proponent of efficient design process, I orchestrate and motivate a full team of multidisciplinary creatives to produce the countless moving parts of Azure.com.

Sandifer Creative

Owner 2018-Present

Operating with a strong skill set ranging across various creative disciplines, I work to provide strategic, experiential, and dynamic content solutions to my clients.

Ten Gun Design

Designer 2014, 2015-2017

As a creative multi-tool, I worked on various teams to deliver strong strategic and marketing solutions to brands like Xbox, Windows, HoloLens, PACCAR, Valve, and much more.

Gnack

Creative Director 2015-2016

As the head of creative, I remotely led an organized team of individuals through a product development cycle from concept to completion to build a powerful digital experience for native social marketing.

PROFICIENCIES

Creative practices:

Design strategy
Branding and identity
Marketing content
Design process
UX / UI
Comprehensive research
Mixed reality content
Team coordination
Print production
Motion and animation
Web and interactive
Social media strategy

Software & design tools:

DevOps
Figma
Adobe creative suite
Microsoft Office suite
Sketch
Invision
PC / Mac OS
Commercial photography
360 Photography
Video capture and direction
HTML, CSS, and JQuery