

professional summary

Experienced creative designer with a technical and product business development acumen. A passionate, organized, and collaborative team member, well-versed in product life-cycle methodologies. Designing forward thinking, cost effective products for multiple industries.

experience

pbarker design

creative designer

NOV 2013 to present

- Develop and deliver a wide range of innovative, cost effective, product and brand design solutions based on customer needs, trends, and market opportunities.

Everi Holdings, Inc.

director of signage and merchandising

JUL 2017 to JUN 2020

- Researched and developed concepts for multi-million dollar revenue generating Licensed brands and non-Licensed signage and merchandising solutions.
- Responsible for gaming operations signs and merchandising capital budget. Managed supplier relationships, including engineering development, cost negotiations, product deployments and returns.
- Developed automated web based tool for field service and suppliers to initiate scheduling for product installs, service, or removals.
- Collaborated with suppliers on reusable package program for product returns saving up to 20% yearly revenue.

Scientific Games, Inc.

senior creative design manager

SEP 2009 to OCT 2013

- Developed award winning licensed product brands. Clients include CBS, Hasbro, FreeMantle, Marvel, Paramount, Sony, Warner Bros., and Universal.
- Planning, assigning, delegating, and directing work for mechanical engineers, illustrators, and graphic designers.

WMS Gaming, Inc.

creative design manager

DEC 2003 to AUG 2009

- Collaborated with game development studios, contract manufacturers, and visual lighting experts, to define and provide technical designs along with product expectations.

Midway Games, Inc.

lead interface designer

JUL 1999 to NOV 2003

- Collaborated with game designers, producers, project managers, and software engineers, developing interface design for NFL, NBA, and MLB Licensed games. Platforms included Sony PlayStation, Microsoft Xbox, and Nintendo Game Cube.

Developed game concepts, graphics, and animations for interactive coin-operated touchscreen games.

education

University of Illinois

six sigma green belt certification

Oakton

a.a.s. graphic design

College of DuPage

commercial art/ illustration

Iowa Western

general studies/ baseball

patents

Sign Display for an Electronic Gaming Terminal

us 8905842

Wagering Game System w/ Electro-optical Assembly

us 8172669

Modular Waging Game Machine Signage

us 9659434

software proficiency

AutoCad



Adobe After Effects



Adobe Illustrator



Adobe InDesign



Adobe Lightroom



Adobe Media Encoder



Adobe Photoshop



AutoDesk 3D Studio Max



Microsoft Excel



Microsoft Powerpoint



Microsoft Visio



Microsoft Word



Oracle Agile



SharePoint



SolidWorks

