

Monte Michaelis

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Leadership History

Amazon | Remote | May 2022 - January 2023

- **Interactive Creative Director, Amazon Glow**
Led games and UX for interactive play device (lifetime rating: 4.5 stars)

Slalom Build | New York, NY | May 2020 - May 2022

- **Director of Experience Design**
Directed product initiatives in the NY/NJ region (pharma, fintech, media)

Collibra | New York, NY | Oct 2019 - Apr 2020

- **Head of Creative**
Increased team velocity with new hires and operational improvements

Arkadium | New York, NY | Sept 2018 - Oct 2019

- **VP of Creative Innovation**
Celebrated a DigiDay Publishing Award for *Best Custom Advertising*

Microsoft | Redmond, WA | July 2016 - Aug 2018

- **Creative Director, Future Bureau**
Directed innovation labs and creative services for emerging technology
- **Creative Director, HoloLens Experience Team**
Led experience design for *Dynamics 365 Layout* and other MR apps

Geocaching | Seattle, WA | May 2014 - June 2016

- **Creative Director**
Grew a company-wide design team (UX/UI, creative services, video)
- **UX Manager**
Achieved record-level increases in site membership and engagement

Electronic Arts | Seattle, WA | Sept 2009 - Feb 2013

- **Art Director, PopCap**
Led all creative for *Plants vs Zombies 2* (DICE Casual Game of the Year)

Skills

Seasoned team leader of effective production teams

Thoughtful creative director who focuses on customers

Production manager who understands operational needs

Data-driven strategist with a pervasive curiosity

Excellent communicator in verbal and written exchanges

Expert teacher with the ability to inspire change

Intuitive mentor who can attract, hire, and develop talent

Engaging storyteller with strong executive presence

Education

Bachelor of Science
Graphic Design / 2006
The Art Institute of Pittsburgh

Associate of Applied Arts
Computer Animation / 2000
The Art Institute of Seattle

Links

Portfolio:
thisismonte.com

LinkedIn:
/in/montemichaelis