Monte Michaelis

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Leadership History

Amazon | Remote | May 2022 - Present

Interactive Creative Director, Amazon Glow
 Leading art and design design for connected game experiences

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

Director of Experience Design

Product design solutions at a technology-focused consulting firm

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

Head of Creative

Led cross-departmental creative processes in enterprise software

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 AR/VR vision labs and design services in an agency setting

• Creative Director, HoloLens Experience Team

Led design and creative for Dynamics 365 Layout and other MR apps

Geocaching | Seattle, WA | May 2014 - June 2016

Creative Director

Managed product design, creative services, and video production

UX Manager

Achieved record-level increases in site membership and engagement

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

Art Director, PopCap

Art, animation, and people management for Plants vs Zombies 2

Skills

Seasoned team leader with 20 years of experience

Thoughtful creative who focuses on people

Empathetic interviewer who can perceive 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 build and lead effective teams

Engaging storyteller who can lead ideation and production

Education

Bachelor of ScienceGraphic 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