



With my in-depth background in both the design, branding, and marketing fields, I bring to you 10+ years of design experience. With a multi-disciplinary design approach including graphic design, 3D design, interior design, architecture, engineering, digital and UI/UX design – all are executed with impeccable attention to detail in print and digital production, fabrication, and installation.

In 2D, 3D, and "4D" design, I dream, design, develop and deploy campaigns connecting creativity, business, and people. I like to move people - products, stories, events, experiences, and businesses. I am a designer. But within that is bundled a creator, inventor, visionary, and storyteller.

San Francisco, CA

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in www.linkedin.com/in/timothymohr

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TIMMO DESIGNS Contract Creative Director/Graphic Designer 9/13 - 6/14, 11/22 - PRESENT | San Francisco, CA



Drive development of all brand and creative work, bringing design-thinking and creative strategy into all projects and inspiring and guiding a variety of clients and team members to deliver high-quality creative work.

Lead designer in visual language and voice, live & mobile event creation, digital experiences, brand and event identities, visual centers, presentations, infographics, packaging, and advertising, with a strong print production and fabrication background.

Consistently produces results, leading creative teams with companies known for brand innovation and creative experiences with the ability to deliver high-quality creative work while fostering collaboration and achieving tangible results.

Executed large and small projects from start to finish, managing a variety of budgets, and timelines, with internal and external resources, vendors, and freelance staff, demonstrating financial acumen in making sound decisions that optimize resources.



GEORGE P. JOHNSON Creative Director/Senior Creative Director 6/14-11/22 | San Francisco, CA



Creative Director and designer specializing in brand and digital experiences, brand strategy, graphic design and print production, advertising, UI/UX design, 3D design, architecture, and interior design.

Serves as creative lead and manages creative teams, drawing together Art Directors, Designers, Copywriters, Content Strategists, 3D Designers, and Developers to produce stand-out campaigns and experiences from concept to execution.

Hands-on work experience (I'm a "do-er") and management experience (I can lead a team).

Accountable for the overall quality of the creative concept and its execution.

Demonstrate ability in a wide variety of human experiences: auto, sports, entertainment, gaming, and tech.



SWIRL Associate Creative Director 5/13 - 9/13 | San Francisco, CA



Lead creative design development of concepts and ideas for the Microsoft Store across a range of media including but not limited to advertising, display signage, event collateral, direct mail, and online assets.

Attend all briefs, internal reviews and client presentations of projects. Actively participate and listen to feedback for integration of brief requirements.

Work with producers and account team members to make sure all project mandatories and schedules are adhered to thoroughly.

Assist ECD/Creative Director(s) in providing timely feedback for annual performance reviews.



MKTG Design Director/Director of Creative Production 1/06 - 05/13 | NYC and San Francisco, CA



Responsible for leading the creative direction and production for multiple clients: including concept development, creative design and file production, budget development and management, vendor sourcing and management, and client communication.

Lead Designer for all clients: visual centers, style guides, logo design and brand identity systems, event signage plans, 2D/3D concepts, designs and plans for brand experiences, trade shows, retail and mobile environments; advertising, print collateral, apparel design, UI/UX and front-end design for applications such as **ipads**, **iphones**, **micro** sites and other **interactive** content.

Manage, mentor and art direct all freelance designers and external resources such as designers, copywriters, illustrators, 3D designers, animators, videographers, web designers, and photographers.

Employee of the year - 2011-2012 • Employee of the quarter - Spring '08 and Fall '11



Adobe Creative Suite CC | Google Sketch-Up | Microsoft 365 | Apple iWork/iLife | Google G-Suite



Western Washington University | 2002, B.S. Graphic Design | 2002, B.S. Environmental/Outdoor Education