

ERNESTO PÉREZ

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OBJECTIVE

To be part of a creative team that develops innovative and relevant work.

EXPERIENCE

DePaul University

Instructor

Graphic Design, Interactive Media and Game Development

JUL 09 - Present

EZWERK

Freelance graphic designer

Spooky Cool Studios, Café Media, Tribune Company,
Insight Product Development / ICON Fitness

MAY 92 - Present

Midway Games

Director of Central Concept and User Interface Groups

*Blitz: The League, NBA Ballers, Mortal Kombat,
Game Party, Blacksite: Area 51, TNA Impact!*

AUG 08 - FEB 09

Director of User Interface

Senior User Interface Artist

JUN 07 - AUG 08

SEP 03 - JUN 07

Agency.com

Art Director

Abbott Labs, Medtronic, US Bank, HP, Grainger

APR 00 - SEP 03

Tribune Company

Silicon Prairie magazine: Art Director

Tribune Interactive: Graphics Producer

chicagotribune.com, chicagosports.com

AUG 99 - APR 00

JUN 98 - APR 00

¡Exito! newspaper

Production Coordinator

Freelance Graphic Designer

MAY 97 - JUN 98

JUN 95 - MAY 97

PS Graphics/Paper&Ink/Demon Film

Graphic Designer, Digital Pre-Press

JUN 95 - APR 96

EDUCATION

University of Illinois Urbana-Champaign

Bachelor of Fine Arts in Graphic Design

MAY 95

Gordon Technical High School

Honors Diploma

JUN 90

AWARDS/RECOGNITION

Game Developers Conference

Speaker: *Engaging The User*

FEB 08

Digital Edge Online Newspaper Award

Best Interactive Feature: *91st Annual Auto Show*

JUL 99

ADDITIONAL INFO

Bilingual

English/Spanish

Online

www.linkedin.com/pub/4/208/5a6
ezwerk.deviantart.com

