

PAUL

ZAVITKOVSKI

WWW.PAULZAVITKOVSKI.COM

Initiative and competitive drive to get things done, with an emphasis on collaboration and relationship-building.

EXPERIENCE

Sr. Graphic
Design Manager
NIKE

Beaverton, OR
2018-Present

Brand strategy and creative manager for CDPM Strategic Portfolio & Change at NIKE, Inc. Working with internal teams to develop campaigns, events, and collateral materials for executive and leadership teams.

Creative Director
IDL WORLDWIDE

Portland, OR
2013-2018

Directed a multidisciplinary design team that developed brand strategies and production ready materials for retail environments and seasonal point-of-purchase fixture campaigns for multiple teams within Apple Computer. Over tenure, grew the Apple account from 6 to 14 million dollars a year.

Sr. Industrial Designer
2010-2013

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BLACKBOX PROD.

Portland, OR
2008-2010

Designed point of purchase, retail environments and custom displays. Sketch and 3D ideations were designed for CADD and manufacturing feasibility.

Sr. Industrial Designer
GMR MARKETING

Portland, OR
2006-2008

Experiential designer. Created mobile and interactive marketing campaigns. Industrial design of custom environments, kiosks, furniture, point of purchase displays, packaging, pop-up shops, trade shows, marketing events and UX product showcase.

EDUCATION

**UNIVERSITY OF
WISCONSIN STOUT**

Menomonie, WI
2000-2005

Industrial Design
BACHELOR OF FINE ARTS

Top of class graduate with concentration in critical thinking, analytic research-based process, and user-centric design principles.

**NATIONAL
UNIVERSITY
OF SINGAPORE**

Singapore
2003-2004

School of Design and Environment
PROGRAM COMPLETION

Foreign studies immersion program with a focus on Chinese culture and the modernization of traditional rituals to create contemporary, culturally-meaningful products.

SAY HELLO

T: 319.671.0760

E: PZAVIT@GMAIL.COM

LINKEDIN.COM/IN/PAULZDESIGN

SKILLS

Global Consumer Electronics Retail Specialist
Design Director, Project Management, Art Directing, Brand Strategy, Visual Ideation, Experiential Marketing, Freehand Sketching, Illustrator, Photoshop, InDesign, Cinema 4D, SketchUp, Office Suite and iWorks.