

Kana Harding

CREATIVE DIRECTOR - UX/UI DESIGN

www.kanaharding.com • hello@kanaharding.com • 518.788.0084 • PORTFOLIO AVAILABLE UPON REQUEST

I am a three-time CLIO-winning UX/UI design veteran and creative director of 25 years in New York, delivering industry-recognized creative solutions for top Fortune 50 companies. I maintain a solid track record of working closely with my clients to strategize, ideate concepts, design, and oversee the build of media-rich experiences that extend business and brands online. I also have extensive experience in managing and directing creative teams of diverse personalities in deadline driven environments. I believe strongly in professionalism, am punctual, reliable, and a great communicator. *I love what I do and I take pride in my work.*

Fingerpaint - Saratoga Springs, NY

Team Creative Director: Digital (2018-present)

Fingerpaint is a thriving world-wide pharmaceutical ad agency. I was initially hired to shape our traditional creative teams to be more digital-forward. Within the first three years I was able to successfully guide them and help bring in prestigious awards, including a CLIO Grand. My day-to-day responsibilities include overseeing mid to large-scale digital projects for all brands across multiple Fingerpaint locations, facilitating cross-functional teams communications, ideation, pitches, client communications, planning and resource management in addition to providing creative direction to the teams.

Second Thought - New York, NY

Creative Director (2010-2017); Art Director (2006-2010);

Senior Designer (2002-2006)

Beginning as a four person start up in 2002 we launched multiple successful projects, gained trust from our clients and expanded clientele to some of the biggest names in the entertainment industry and global brands.

I played a major role in conceiving and generating visually compelling and strategic omni-channel marketing solutions - with projects varying from websites, apps, social media campaigns, rich-media ads, and print. My daily responsibilities included managing a mid-size design team, generating concepts, providing creative direction, presenting and communicating design intentions to clients, pitches, project planning and resource management.

Clients: Amazon Prime, Netflix, TIME, Entertainment Weekly, Sports Illustrated, ESPN, NBC, Smithsonian, GM, Unilever, Microsoft and many others

thoughtbubble productions - New York, NY

Designer (1998-2002)

Thoughtbubble Productions was a unique start up digital boutique with the focus on the entertainment industry. It was an exciting company to work for as an entry-level designer. All designers were invited to pitch ideas and lead winning projects.

Clients: Smithsonian National Air and Space Museum, HBO, The WB, IFC, AMC, STARS, Sony/Columbia Pictures, Warner Brothers

AWARDS & CERTIFICATIONS

CLIO Grand, The Creative Floor, PM360 Trailblazer Awards, Lisbon Health Festival, Telly Awards, MM&M, Manny's Awards, One Show, WebAward, Min's IMA, Best of Brandtale, Certified Google Analyst, Certified Google UX Designer

LEADERSHIP SKILLS

Project Planning and Estimates, Creative Team Management, Concept Ideation and Execution, Cross-Functional Team Management, Communication and Organization, Mentoring

DESIGN

Interactive Design (UX/UI), Wireframes, Prototyping, Animation, Video Production, Sound Design

PROGRAMS

Adobe Creative Cloud, Sketch LottieFiles, Spark AR, Blender, Google Web Designer, Office360

EDUCATION

New York University - Tisch School of the Arts (GPA: 3.7) BFA, Film & Television Honors Scholar & Dean's List Founder's Day Award Recipient

Jakarta International School Achieved the maximum score of 7 points on International Baccalaureate in Visual Arts