

Cam Altamura

UX / Graphic / Visual Designer
Based in Oakland



Contact

CamAltamura@gmail.com
415.300.5470
CamAltamura.com

Skills & Tools

Responsive & Static Web Design • Illustration • Icon Design • Motion Design • Typography • UX Design • UI Design
Digital Compositing • Logo Design & Branding • Editorial & Layout Design • Advertising • Marketing • Interactive Design

Photoshop

Illustrator

InDesign

After Effects

Sketch

Figma

Experience

Sr. Visual Designer at Logitech (logitech.com), Silicon Valley

Nov 2016 - Oct 2022

Led end-to-end design processes for new product launches and strategic initiatives, encompassing the conception of shot lists, meticulous UX wireframing, production of high-fidelity compositions and generating web-optimized assets. Designed compelling assets and dynamic galleries tailored for E-commerce platforms, notably Amazon. Spearheaded the complete overhaul of Logitechg.com, assuming a pivotal role in the comprehensive redesign.

Art Director at RAPP (rapp.com), San Francisco, CA

Apr 2016 - Nov 2016

As Art Director at RAPP, I collaborated with prominent clients including Big Heart Pet Brands, Quaker Oats, and Charles Schwab. My role entailed producing a diverse array of digital marketing assets and materials, encompassing dynamic web banners and captivating landing pages tailored for promotional events and new product launches.

Sr. Designer at Razorfish (razorfish.com), San Francisco, CA

Aug 2014 - Oct 2015

As Sr. Designer at Razorfish, I spearheaded digital campaigns and web design for T-Mobile and Hewlett-Packard Enterprise. For T-Mobile, I created impactful event landing pages, retouched photography, and crafted motion graphics in After Effects. At Hewlett-Packard, I played a central role in redesigning and managing components and templates for a responsive AEM website, contributing significantly to the brand's visual identity.

Visual Designer at Off Base Productions (offbaseproductions.com), San Francisco, CA

Feb 2014 - May 2014

Designed and executed a variety of motion and interactive projects for Sony. Designed presentations, logos, icons and infographics. Organized assets, archive footage and utilize artwork. Developed motion graphics for mobile apps and games.

Junior Designer at Organic Inc. (organic.com), San Francisco, CA

May 2012 - May 2013

Created or supported all necessary Interaction Design work on campaigns and program tactics.

Education

The Art Institute of California-San Francisco, San Francisco, CA

Bachelor of Science in Graphic Design, 2012

- Winner of Best Portfolio -