



Jeanine Gleaves

Interactive Designer & Developer | jeaninegleaves.com

Experience

Lead Interactive Designer | Developer

The Foundry @ Time Inc. | Feb. 2017 - Present

The Foundry is Time Inc's creative branch for all large scale custom advertising campaigns across brands. Main role is designing and developing custom campaign sites, HTML5 animated ad units, and custom microsites.

Lead Interactive Designer | Developer

Affluent Media Group @ Time Inc. | Aug. 2015 - Feb. 2017

Designed custom ad units, designed, built and maintained advertising campaign microsites for Food & Wine, Travel + Leisure, FWx, DEPARTURES, and Wallpaper* .

Interactive Designer | Developer | Animator

Ignition | April 2014 - August 2015

Front and backend developer, UI/UX designer, animator, and graphic designer. Worked to create a seamless experience from start to finish of a complete project across all media for brands like Kings Dominion, Ralph Lauren, and Coach.

Interactive Designer | Developer | Animator

Coloredge | August 2011 - April 2014

Hired to fill developer, designer and animator roles, and began to transition into app development for event touchscreens for brands like Macy's, Tommy Hilfiger, Calvin Klein, LG, and David Yurman.

Design Intern

David Foote | February 2011 - May 2011

Grew my own small freelance studio to hire a small staff while in college. This is where I grew both my entrepreneurial and design instincts.

Cover Illustrator

Time Out New York | February 2011

Illustrated Time Out New York's March 31-April 6th issue 806.

Education

B.F.A Illustration

Parsons School of Design | May 2011

Majored in Illustration, and began to hone in on animation and web development.

Web Languages

HTML5, CSS, JavaScript, jQuery, Php, Python



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