

## Peter Merridew

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## Experience

### Schawk, on-site at Apple

Cupertino, California, USA 2014 – present

Studio Manager—Channel Studio C

Manage a team of 15, consisting of studio management, production designers and production artists. Oversee all studio projects, ensuring that jobs run smoothly while still retaining immaculate attention to detail across all deliverables. Act as studio point person for queries from regional offices.

Refine and develop processes to further increase efficiency—including server structure, studio tool development and working with other teams within Marcom to maintain and improve working relationships and efficiencies.

Produce and maintain studio process and training documentation.

### Free Agent

San Francisco Bay Area, California, USA 2007 – present

Design and Print Production

Work independently and in team environments as a graphic designer and print production artist. Clients include HP, Oracle, AAA, St. Mary's College, Tajima Creative Partners and other local companies and professionals.

### Schawk, on-site at Apple

Cupertino, California, USA 2012 – 2014

Production Artist and Associate Studio Manager—Channel Studio C

Assisted Channel Studio Manager with keeping projects moving smoothly and efficiently in our group. Managed the launch-time swing shift, assisted in studio-team delegation, created project overviews and assisted in final file posting. Additionally, create final mechanicals for Channel applications.

### Tolleson Design

San Francisco, California, USA 2010 – 2011

Freelance Production Artist

Production artist, focusing primarily on the Palm/HP webOS account, but also worked with other brands including Cisco, Gap, Genentech and Gmund paper.

### StudioLR

Edinburgh, Scotland 2006 – 2007

Designer and Artworker

Worked within a team of five as designer and digital artworker. Managed projects from initiation through completion—liaising directly with clients, paper suppliers and printers to ensure that projects were delivered to the highest standard possible, on time and within budget.

### Tajima Creative

Menlo Park, California, USA 1999 – 2005

Production Manager

Managed and inspired a multi-faceted staff of five, matched skills to competencies, controlled budgets and maintained high quality standards and excellent attention to detail. Addressed any concerns or challenges directly with my team and my superiors. Ensured that all projects were accomplished accurately and on schedule. Created error-free press-ready files, prepared production mock-ups and presentations for client review and approval and attended press checks. Researched and recommended software and equipment to improve efficiency within the department.

## Affiliations

AIGA

Project H Design

Designers Accord

## Skills

Adobe InDesign

Adobe Acrobat

Keynote

Conversational French

Adobe Illustrator

Pages

Extensis Portfolio

Adobe Photoshop

Numbers

Microsoft Office

## Education

University of Michigan – Ann Arbor, Michigan 1994 – 1999

Industrial Design and Mechanical Engineering

Bachelor's of Science – Mechanical Engineering degree