

Christopher Raykovich

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Background

Chris Raykovich grew up in Black Diamond, Washington where he developed his visual acumen at a young age, filling up sketch books and engineering go-carts. At the age of 10, Apple gave him an educational grant where he learned the ways of Hypercard and his passion for computers and technology was born.

In 2007 Chris co-founded PUSH Offices in Venice, CA. PUSH is an award-winning digital agency specializing in interactive design solutions for Web, TV and Mobile. His work focuses on design across multiple disciplines, and new forms of interactive branded experiences.

He recently relocated back to Seattle. When he's not producing results for clients, he spends his time silk-screening, reading, hiking, playing tennis and soccer.

Clients

Motorola
Live Earth
Toyota
Scion
Yahoo!
Thomas Keller
This Next
Sony
Kelly Slater

Recognition

Work has been cited by the FWA, CommArts, Webby Awards, Davey Awards, Summit Creative Awards, Communicators Awards, Hermes Awards, and RES magazine.

Education

Art Center College of Design, 2004
Master of Fine Arts, Media Design

Western Washington University, 2001
Bachelor of Arts, New Media

Experience

PUSH Offices - Venice, CA
Partner / Creative Director, 2007 - 2009

Roles vary from day to day which include: design researcher, information architect, copywriter, user experience designer, branding and identity designer, writer, editor, director, motion designer.

Oversee company brand, web site, marketing, and new media, develop in-house products and services.

Additional responsibilities include business development and managing budgets, vendors, talent and client expectations.

The Groop - Los Angeles, CA
Director of Interactive Media - 2006-2007

Assumed many different roles for many collaborative projects including: information architect, user experience, interactive, motion and identity design. Other roles included:

Creating user interfaces for web and mobile applications.

Developing custom branding and icon systems.

Developing Flash-based UI prototypes for usability testing.

Creating client and investor presentations.

Designing and managing client extranet

Red Meat Design - Venice, CA
Senior Designer, 2005-2006

Specialized in branding and refined, web-based systems for a large variety of clients. Other roles included:

E-commerce, database, and print design

Designing and producing in-house web site and marketing media.

Creating client presentations

Managing vendors, talent and clients.