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project: Intel Gaming promotions

client/companv:

Intel

project date:

2014-2015

my role:

Design, UX, Branding

project summary:

Intel + Gamers needed to connect.

the challenge:

Intel's channel partners needed to connect with gamers to increase sales of Intel's SSD products.

solution

Each on-line promotion needed to be relevant, eye-catching, and authentic to gaming culture.

results

These consistent, engaging promotions yielded dramatic sales results and increased brand engagement and awareness for Intel.







