

experience

Duarte Design motion design specialist

Duties included: Worked as a video and motion design consultant to marry motion graphics with world-class business presentations. Clients included Al Gore ("An Inconvenient Truth"), Apple Computer, and Chevron.

2006 Ursa Minor Arts&Media motion graphics/graphic designer Duties included:Worked closely with clients to provide full range Graphic Design and Motion Graphics Solutions. Often worked on green/socially conscience companies and managed tight budgets.

2003 - 2006 Derek Garvens Design motion graphics/interface designer Duties included: Conceptualized and launched content for Hasbro Toys' best selling VideoNow line. Designed game content and menu designs for interactive video applications. Clients included Warner Brothers, Nickelodeon, LucasFilm and Cartoon Network.

2002 - 2003 Digital Anarchy production artist Duties Included: Tested new software specific to video production and print media. Launched new plug-ins for Adobe After-Effects and Photoshop.

2000 - 2001 Crossover Creative graphic designer

Duties Included: Assisted Art Director in conceptualization and layout of advertising campaigns. Provided typographic and layout solutions.

key strengths

- Directed commercial, live action and music video shoots, with an emphasis on graphics and effects/compositing.
- Excellent conceptual and design cognition skills, with an artistic eye for style and composition.
- Multi-platform and multi-disciplined computer creative software expert.
 Experience in: Macromedia Flash, Director and Dreamweaver, Adobe After Effects,
 Photoshop, Illustrator, and InDesign, QuarkXpress, Maxon C4D, Apple Final Cut
 Pro, DVD Studio Pro and Motion, and Propellerheads Reason software.

education/awards

B of A in New Media Studies Academy Art University, San Francisco

Ist Place, Video/Motion Graphics Spring show awards, AAU

Electronic toy of the year 2005: Video Now Toy Industry Association TOTY Awards