

The Resumé

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GENERAL PROFILE:

I am a highly creative, and multitalented technophile. Skills include graphic design, web design, interactive multimedia, 2D and 3D animation, as well as video editing & postproduction. I also love interacting with clients, helping them brainstorm, visualize and get excited about their project.

EDUCATION

B.F.A. in Graphic Design, University of Wisconsin-Milwaukee, May 1998. Emphasis on computer animation and digital art.

SOFTWARE

Adobe Master Collection including Photoshop, InDesign, Illustrator, Flash, Dreamweaver, Director, After Effects, Soundbooth, Premiere; also experience with 3D Studio Max and Infini-D.

LANGUAGES

HTML, CSS & Lingo (for Adobe Director)
also PHP and some ActionScript

WORK EXPERIENCE

WIZZY WIG DESIGN (recently rebranded from Barb's Design Boutique) --owner. May 2003 - present
Since moving to the Twin Cities area, I have been successfully self-employed doing graphic & web design, video & animation, and even programming of stand-alone applications. Freelance business was successful enough that I recently expanded and rebranded as Wizzy Wig Design.

Highlights

- * Primary designer for AM950 KTNF (Minnesota's Air America affiliate). I do all of their print ads and promotional materials as well as those of many of their advertisers.
- * Primary designer for Good Look Ink, a quickly growing company that provides Cosmetic Transdermal Hair Replication for the treatment of hair loss.
- * Primary designer for The Tea Garden, a Minnesota-based bubble tea shop with five stores and growing.
- * Programming of stand-alone application for a martial arts studio which allows one to track student enrollment, billing and even issue belt promotion invitations.

MGI COMMUNICATIONS - Menomonee Falls, WI
Senior Multimedia and Animation Specialist - March 2000 - May 2003 (continued as contractor through 2004)
Brought on board in 2000 as the senior artist in their interactive media area, which has since flourished. I worked in almost all areas of project development, from initial client meetings, assisting in the writing of quotes, creative concepting, as well as graphics design, 2D and 3D animation, interactive multimedia authoring, non-linear video editing, and web site development.

Highlights

- * The creation of a series of interactive tradeshow kiosks for Abbott Labs. We created more than a dozen stunning animated presentations on a wide variety of drugs, which are shown at medical tradeshow around the country.
- * 5-minute video for Metavante corporation featuring 2D and 3D animation
- * Medical animation for Schwarz Pharma
- * Large-format full-color promotional posters
- * Programming of stand-alone applications using Director
- * Website design and print design for various clients

EXCEL COMMUNICATIONS - Milwaukee, WI
Graphic designer, animator, multimedia developer
September 1998 to March 2000
Performed design and development of interactive media, 3D animation, logo animation, digital video, as well as print design.

Highlights

- * MasterCard International: Went to Washington, D.C for their international sales meeting to produce a daily MasterCard International "newspaper," featuring photos and articles from the previous day's activities, printed and delivered to the hotel rooms of 1200 guests-- in three different languages. Created "MasterCard 2000" Logo animation and was involved in the intensive bidding process for this event two years in a row.
- * Hamilton-Sundstrand Corporation: Designed corporate website which was online for two years. [They have since changed it, see portfolio for snapshot] Also involved in the programming of an interactive training CD-ROM for Boeing 727 Line Mechanics.

UNIVERSITY OF WISCONSIN-MILWAUKEE Information and Media Technologies Department

Web and graphic designer. May 1996 to June 1998
Designed and maintained web sites for departments within the university, and designed various printed materials. Mac maintenance and troubleshooting, and general computer consulting for the designers in the department.

SCHOOL OF FINE ARTS

Teaching assistant - May 1996 to June 1998
Taught an intermediate/advanced Computer Graphics class for three semesters. Class focus was mainly on Adobe Premiere, integrated with various graphics and animation applications.

Assistant lab administrator - May 1996 to June 1998
Assisted in the set-up, maintenance and troubleshooting of Fine Arts' 22-machine Macintosh computer lab. I helped resolve hardware, software, printing and network issues and performed general Macintosh consulting for lab monitors and instructors.