

Employment History:

LIQUID GENERATION INC.

Art Director, Designer, and Animator
July 2003 - April 2013 | Los Angeles, CA

Managed a team of artists and animators responsible for creating iPhone apps, Web games and animations, animated TV pilots, and client integrated web content

Responsibilities: Idea and visual concept creation, storyboarding, app design, character and environment design, illustration, animation, and web page design

Accomplishments: Developed a streamlined work process and created an animation rigging system to increase productivity

Clients: Fox, Warner Bros., Miramax, Actv8

Selected Freelance:

NICKELODEON - NICK.COM | Web Games
Illustration, Design, and Animation
2009 - 2010

Collaborated with the Creative Director and Programmer to create fun, entertaining, and addictive Flash games that correlated with Nickelodeon's iCarly and Victorious TV shows

Personal Achievement:

HUNGRY MUNCHERS | Creator of the iPhone game, Hungry Munchers, an original action puzzler
www.be-bert.com
2012 - present

Development, iOS programming, illustration, animation, audio creation, and marketing materials

Qualifications:

- Highly motivated self-starter
- Passion for fusing technology, art, and design
- Problem solver and challenge seeker

Computer Programs & Languages:

Proficient with:

- Adobe Illustrator
- Adobe Photoshop
- Adobe Flash

Familiar with:

- Xcode
- Cocos2d
- Objective-C
- HTML
- CSS
- Actionscript 3.0

Education:

COLUMBIA COLLEGE CHICAGO | 2003
BA in Computer Animation
Dean's List

Continuing Education:

- The Factory - colearning
HTML/CSS starting April 2013
- 3Kicks Fine Art Studio
Anatomy for Artists, 2010
- Santa Monica College
Flash Programming course, 2009
- Santa Monica College
Internet Programming course, 2008