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Professional History:

*Nov 2002 - Mar 2003: **Catalytic, Inc. - Private Contract***

I helped a tiny start-up with their first website and promotional materials. I designed and set up a website and templates to cover their initial sales, marketing and promotional needs. I also designed and printed a set of product information datasheets, a complete set of icons to be used with the software (program and desktop icons), and several alternate company logos.

*Nov 2000 - March 2002: **Juniper Networks, Inc.***

Micro Magic, Inc. was purchased by Juniper Networks, Inc. in November, 2000.

My responsibilities at Juniper Networks included maintaining the Micro Magic Tools (MMT) documentation, tutorials, training materials, guides and website. This included converting all MMT documents and the MMT website into Juniper Networks standardized templates to conform with company standards, and incorporating new features as they were developed.

I was also responsible for internal group documents and internal group webpages. These internal documents organized and localized information pertaining to the group's projects, and included manuals, design guides, and so on which were to be used by the group for developing new technologies and products.

*Feb 1998 - Nov 2000: **Micro Magic, Inc.***

Micro Magic, Inc. was a small company providing custom VLSI chips and VLSI design software. I was initially hired as a contractor to work on user manuals for the company's major software products. Programmer's notes and descriptions were converted into lay-English, and converted to a standardized document template using FrameMaker/UNIX.

Eventually my duties expanded to incorporate not only the software documentation and manuals, but printed and on-line interactive user tutorials and training guides. Documentation sets were several hundred pages long for the primary and secondary layout-and-design software programs. Production also included generating illustrations for the manuals, tutorials, informational guides, references, and marketing materials.

I helped design the MMI logo and corporate packaging.

I designed and maintained the Micro Magic, Inc. (MMI) website. I created all graphics, (screen snapshots to custom artwork), website layouts and templates, and implementation in HTML (code was hand written for UNIX-based systems). Content for pages was provided by various groups within the company (marketing, engineering, etc.). My responsibilities also included uploading new content and features, and maintaining all internal and external on-line documentation.

I also assumed responsibility for organizing trade shows and product demonstrations. These responsibilities included designing the MMI booth for the Design Automation Conference (DAC), generating all engineering product-related graphics and illustrations for the show and getting these reproduced, as well as managing trade show set-up and logistics.

Apr 1997 - Feb 1998: **Fujitsu Software Corporation:**

My primary duties here were creating animations of 3D human-body "Avatars" using commercially available mesh models. This included refining texture maps and palette to conform to current product limitations, and testing mesh-mapping of current artwork for replaceable heads.

I was also responsible for writing, editing, and illustrating the user manual for a customized sprite-editing and -animation software package. This software and manual were part of the primary tools for clients intending to build and run their own worlds using Fujitsu's technology.

I also trained users and in-house personnel in the editing/animation software.

Apr 1997 - Feb 1998: **Individual Private Commissions**

I focused on the creation and animation of 3D, non-human Avatars for use in on-line Virtual Communities. These individual commissions include a low polygon-count wireframe model with minimal texture-mapping for use with a real-time rendering engine, and very high-polygon count animated models to be displayed using 2D snapshots (video-style).

I met with the client and generated concept sketches of the characters, which were then translated into a simple 3D model for approval before beginning sophisticated modelling and animation.

Feb 1997 - Apr 1997: **Electric Communities:**

I was primarily responsible for generation and animation of 2D human-body Avatars for a Virtual Community project. Each Avatar was composed of multiple layers for modularity and interchangeability, with animation of their various activities limited to the fewest frames possible.

I assumed management duties for an out-of-house contract art company. My duties included art-directing the Avatars' development, meeting with the artists on the project, assigning tasks and reviewing work, as well as training in animation techniques for our needs.

May 1995 - Jan 1997: **Fujitsu Software Corporation:**

My duties at Fujitsu concentrated on the design, creation and complete animation of 2D human-body Avatars for WorldsAway On-Line project. This groundbreaking on-line community required multiple stage, realistic animations of everyday activities.

Each Avatar required numerous animations for these specific activities in front, side and rear views. I created three different male-female human pairs. Currently, the pair of Avatars completed early 1996 are among the most popular body types, especially the male. The most recent animations were not yet processed through programming when I left.

I was the only human-body Avatar animator on the project for this term.

Animation for Video Games:

Oct 1995 - Jan 1996: **Sega of America:**

Worked on cleanup and correction of hero animations for Sega game "XPERTS". SGI-rendered images required extensive retouching and smoothing to render them useful for the limitations of the intended platform. Editing also necessitated correcting errors in anatomy, movement, and sizing due to poor initial kinetic modeling.

Jan 1995 - Apr 1995: **Clearwater Software:**

I created tilemapped backgrounds for Michael Jordan Basketball game, using the TUME tile editing software. This was a conversion from Sega Genesis to GameGear.

Jul 1994 - Mar 1995: **Digital Delirium:**

I was the Lead Artist for main character animations and 32x32 tiled backgrounds for an Atari Jaguar game based on "Tiny Toons" television cartoon series. All artwork and animations had to conform to Warner Brothers Studio style-sheets. I converted the animations into computer format from their original hand-drawn cells. Backgrounds were very large, reflected specific television episodes, and included tiled animations and small incidental sprites.

Dec 1993 - Jul 1994: **Accolade:**

Project "Fireteam Rogue" - I worked on conversions of tiled backgrounds from Sega format to Super Nintendo format.

Project "Juggernauts" - I worked on initial backgrounds for the first three levels of this game.

Oct 1991 - Apr 1994: **Electronic Arts:**

Project "Ring of Doom", a Sega Genesis game based on JRR Tolkein's Lord of the Rings trilogy. A major undertaking, I was contracted as the Lead Artist responsible for game and level design, and the design, layout, and implementation of all backgrounds, primary background sprites, and tile animations. Work on this game included scaled pencil drawings of all the levels, background color roughs, and all computer-related background art.

Oct 1991 - Mar 1995:

Additional small projects, such as title screens, for the above mentioned companies, and others, on systems ranging from Amiga to GameGear.