

# Pierre Fontaine

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## Objective

To use my skills as both a designer and maker to create and enhance existing product lines.

## Experience

PCHI / Party City / Amscan, Inc 2002 - Present

- Product and packaging design using Adobe Illustrator, Adobe Photoshop and InDesign.
- 3D design and prototyping using 3D CAD software and visualization tools such as Fusion 360, Shapr3D and Blender.
- Paper engineering skills used to create dimensional paper designs, prototypes and packaging.
- Photo retouching using Adobe Photoshop combining studio photography and 3D rendered elements.
- Knowledgeable in all aspects of 3D printing using both filament-based and resin 3D printers.
- Creates instruction sheets and construction diagrams.

Mentor, Inc 1999 - 2001

- Designed and created online e-learning materials that stream over low-bandwidth internet connections. Oversaw production from design, storyboarding, asset creation, animation and the supervision of final programming.

Music Pen, Inc 1992 - 1999

- Designed and created educational CD-ROMs from design, storyboarding, and final animation. Clients included Scholastic/Microsoft (Magic School Bus titles), BMG Interactive and Paramount Interactive.

Various Freelance assignments 1986 - 1992

- Freelanced for animation companies as a layout artist, character designer and animator using both traditional 2D and 2D / 3D digital techniques.
- Designed paper model and pop-up projects for various clients.

## Education

SUNY Purchase – Film and Animation 1981-1985

## Skills

Enjoys a hands-on approach to problem solving by creating models and mockups using anything from cardboard, foam-core and 3D printed prototypes. Self-taught 3D printing and modeling skills.

Excellent Photoshop and Illustrator skills. Very good 3D modeling skills. Good CAD skills. Always learning new techniques to complete specific projects.