

Hello, my name is

# CHRIS FELDMANN

and I am an Interaction / Visual / Motion Designer.

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## Specialties

Expert level of the entire Adobe Creative Suite. Advanced level with HTML/CSS, Axure, Balsamiq, UXpin, Usability Testing, Final Cut Pro, Pixologic ZBrush, Blender, Autodesk 3ds Max and Autodesk Sketchbook Pro. Working knowledge with Javascript (including jQuery).

Specialization focus: Interaction and creative generalist for digital, web and mobile technologies. Designs utilizing skills in interaction (UX), visual (UI/graphic design), and motion design, creative direction/design, 2d/3d animation, motion graphics, illustration, graphic design, shooting and editing video, audio production and photography.

## Experience

**The Courier-Journal** | *Interaction / Visual / Motion Designer* | October 2012 - Present

Utilizing my skill set of interaction (UX), visual (UI/graphic) and motion design, user-centric design practices, creative direction, 2d/3d animation, visualization, and motion graphics to create visual news stories and graphic assets for the Courier-Journal's digital content.

Acted as Digital Product Designer/Creative Director on projects resulting in two "Award of Excellence in Innovation" recognitions (Finalist) in the "Best of Gannett" competitions for animated editorial content, interactive games, and reader engagement.

Recognized as a "Newsroom of the Future" champion tasked with helping to lead our newsroom into the digital age with fresh and innovative ideas for user experiences, interactive and video content

**PriceWeber** | *Digital Designer* | January 2011 - October 2012

Utilize the entire Adobe Creative Suite, Autodesk 3ds Max, Apple Final Cut Pro (with Soundtrack Pro) to develop exciting 2d/3d animations, stills, motion graphics, web design, audio production and video editing for promotional materials, presentations, and interactive content. Clients include: Hershey's, Cummins, Arvin Meritor, Valvoline, CRI (Carr, Riggs & Ingram - CPAs and Advisors), Early Times, and Brown-Forman Beverages (Korbel Champagne and Canadian Mist).

**University of Cincinnati** | *Motion Design Instructor* | August 2010 - December 2010

Adjunct Instructor for the University of Cincinnati's College of Design, Architecture, Art and Planning. Teaching Motion Design with emphasis on user/audience experience. Class model of lecture and student critique.

**UC Simulation Center** | *Digital Designer* | March 2009 - October 2010

Worked for Procter and Gamble (P&G) creating high performance modeling and visualization products (intended for consumer analysis) for several P&G brands including Tide, Pantene, Olay, Covergirl, Bounce, Sinex, Vicks, and Glad. Used Autodesk Inventor 2011, 3ds Max 2011, Mudbox 2011 and the Adobe Creative Suite to bring to life upstream P&G products with 2d/3d visualizations, animations and still images.

**Kinetic Vision** | *Digital Designer (Co-Op)* | March 2008 - September 2008

Created modeling and visualization products for various clients including Oral B, Crest, Ethicon, Router Boss and Puget Sound Energy. Used Autodesk 3ds Max and the Adobe Creative Suite to provide high end product visualizations. Pioneered Kinetic Vision's 3d Flash capability and deployed interactive content on embedded systems - bridging the gap between three-dimensionality and interactivity.

**Macy's, Inc.** | *Digital Designer (Co-Op)* | March 2007 - September 2007

Created modeling and visualization products for the Macy's national design standards redesign. Used Autocad and Autodesk 3ds Max to create 3d models of store fixtures and products for design visualizations, and Adobe Photoshop and Illustrator to create graphics and brands that aligned with Macy's design standards.

## Education

**University of Cincinnati** | College of Design, Architecture, Art and Planning (DAAP)

Degree Earned: Bachelor's of Science in Design

Dean's List student. Graduated with a GPA of 3.279.