# William Huang

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## Summary:

I am a Front-End Web Developer / Animator / Multimedia Generalist seeking to pursue a career in digital advertising.  Over the past seven years working at Publicis Seattle, I have created myriad of deliverables such as custom video banners, micro sites, storyboards, social media videos, and thousands of Double-Click compliant banners in various shapes and sizes.  Clients included T-Mobile, Seabourn, Kraft, Lenscrafters, Bumbershoot, KEXP, Visit Seattle, and Aflac.

## Skills:

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|---|---|---|---|
| HTML5 | ●●●●● | Photoshop | ●●●●● |
| CSS/SASS | ●●●●● | After Effect | ●●●●● |
| Javascript/Jquery | ●●●●● | Media Encoder | ●●●●● |
| Gulp/Git | ●●●●● | Maya3D (08) | ●●●●○ |
| Wordpress | ●●●●○ | Illustrator | ●●●○○ |

## Professional Experience

**Front-End Web Designer @ Publicis Seattle**, Seattle, WA        (Jan'15 – Apr'19)
 ➢ Utilizing Javscript, CSS, and HTML5 to design and create: In-banner HTML video, micro-sites, expandable banner, video game (using canvas), and standards banner (in various sizes). All double-click compliant.
 ➢ Produce social media contents using After Effects and Media Encoder.
 ➢ T-Mobile, Seabourn, Lenscrafters, Bumbershoot, KEXP, Visit Seattle, and Aflac.

**Motion Graphic Designer @ Publicis Seattle**, Seattle, WA        (Jan'12 – Dec'14)
 ➢ Design, animate, and optimize T-Mobile digital flash deliverables.
 ➢ Design and create 3D assets for various Ball Park campaigns.

**Freelance Designer / Animator**                                  (Nov '10 – April'12)
 ➢ Provided consultation and design services for small businesses in various industries. Clients include What Comics Entertainment, Alar Productions.
 ➢ What Comics Entertainment - Directed and animated 3D scenes for film '*Cerebus*' based on initial storyboards.
 ➢ Alar Productions - Designed website, logos, promotional posters, and event tickets for talent show.

**Development QA @ Electronic Arts**, Redwood Shores, CA        (Jun '09 – Dec '09)
 ➢ Thoroughly tested *Dante's Inferno*, detecting 200 new issues and 500+ regressions.
 ➢ Designed user interface flow charts and documentation for in-game elements.

**Web Specialist @ Burke Museum**, Seattle, WA                  (Sept '03 – May '05)
 ➢ Designed, built, and supported organizational, event, and exhibit websites.
 ➢ Designed promotional postcards and fliers.
 ➢ Compiled and enhanced event photography.

## Education

**MFA, Animation and Visual Effects: 3D Character Animation**  (May '09)
Academy of Art University, San Francisco, CA

**BA, Interdisciplinary Visual Art**                            (May '05)
University of Washington, Seattle, WA