

COLE REED DESIGNER

AURALGREY.COM
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{ Currently scouring the planet for a team of uber talented individuals
heck bent on creating the most unique and exciting experiences through
an alchemy of art, science, sweat and blood. (ok, maybe not blood) }

WORK EXPERIENCE

XPLANE 2011

DESIGNER

HIGHLIGHTED PROJECTS

Microsoft: Journey to the Cloud
Kronos: Animations

BLT & ASSOCIATES 2008-2009

SENIOR INTERACTIVE DESIGNER

HIGHLIGHTED PROJECTS

G-Force
Confessions of a Shopaholic
Beverly Hills Chihuahua

HERZOG COMPANY 2005-2008

SENIOR INTERACTIVE DESIGNER

HIGHLIGHTED PROJECTS

Pirates of the Caribbean 2
Pirates of the Caribbean 3
National Treasure 2

CAREER SKILLS

Concept development

Traditional and digital artistic skills

Able to communicate with clients
and incorporate their feedback into
functional designs

Able to take concepts from thumbnails
to finished projects, working
independently or within a team

Proven ability to complete tough
assignments under tight deadlines

Able to clearly communicate ideas both
verbally and in writing

Cutting edge knowledge of design,
technology and marketing trends

Experienced with Adobe CS, After
Effects, Final Cut Pro, SketchUp, Blender,
HTML5, JavaScript, and PHP

EDUCATION

Columbia College Chicago (2000-2004)
B.A. Graphic Design & Illustration

ABOUT ME

I am a creative problem solver that loves spending my time taking apart, cutting, crafting, pasting and gluing just about anything I get my hands on both physically and digitally. I have a wicked sense of humor and a love of toys, games and pretty much anything handmade.

REFERENCES AVAILABLE ON REQUEST