

Kevin Altman

Web / User Interface Designer / Front-End Developer

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RECENT EXPERIENCE

Relevance

Fall 2011 - Current

Lead Designer and Front-End Developer

✂ Photoshop, Illustrator, Javascript, Coffeescript, HAML, SASS, Backbone.js, Ruby & Ruby on Rails
Product design and consultation with small to large-sized companies. Work with clients, designers and developers from concept to implementation.

Electronic Arts

2010 - Fall 2011

Lead Interface Designer and Artist

✂ Photoshop, Illustrator, Flash, AS2, Perforce, Git, Nintendo Wii, Nintendo 3DS, Agile
Art direction, design and implementation of the Madden NFL Football interface, using the technologies listed above, as well as a proprietary C++ based scripting language.
Led efforts of porting the FIFA Wii front-end code to work with the Nintendo 3DS.
Mentoring of junior artists to help further their careers.

Train of Thought

2009 - 2010

Interactive Art Director

✂ Photoshop, Illustrator, InDesign, Flash, AS3/AS2, SVN, Agile
Creative direction and visual design for projects. Interactive / UI design and front-end development.

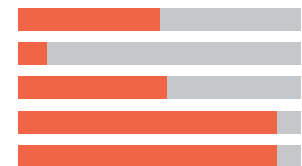


SKILLS

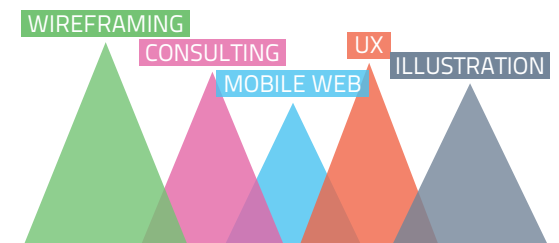
PHOTOSHOP
ILLUSTRATOR
HTML
CSS / SASS
JAVASCRIPT



RUBY
CLOJURE
MAYA
HIGH-FIVES
BEARD GROWING



PROFICIENCIES



ACHIEVEMENTS

2012 — 2012 Rails Rumble Winner
Rails Rumble

Best in Category - Broadcast Interstitials — 2007
School of Communication Arts

2007 — Best in Category - Animated Short
School of Communication Arts

Best Beard in Show — 2013
Made By Few Conference



EDUCATION

2005 - 2007

School of Communication Arts
Diploma in Digital Art and Animation