

Kevin Huelsmann

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Github: <https://github.com/kjh311>

Portfolio: http://kjh311.github.io/Kevin_Huelsmann_Portfolio/

Design-oriented Full Stack Web Developer with an interest in the MEAN stack. Graduate of General Assembly, a 600 hour programming bootcamp. Graduate of Animation Mentor, an online animation school. Looking to leverage my skills as a design-oriented front end developer, or a full stack developer.

EDUCATION

General Assembly, Los Angeles, CA

Web Development Immersive Boot Camp – 2015

General Assembly is a 600 hour full-stack web development boot camp. General Assembly is a strong proponent of team-structured coding, and teaches current best practices for building web apps with the MEAN stack or Ruby on Rails. GA also teaches Front End design practices, utilizing HTML, CSS, Javascript, JQuery, and Bootstrap among others.

Animation Mentor, San Francisco, CA

Digital Character Animation Course – 2012

Studied character animation from profession animators.

University of New Mexico, Albuquerque, NM

Bachelor's degree - Film and Television Production – 2003

PROFESSIONAL EXPERIENCE

Camera Operator / Editor

Independent Production – June 2007

Camera operator and editor of local commercial using Final Cut Pro and Photoshop to create images for no-budget visual effects.

Camera Operator

Flix on 66 – June 2007

Used cinematic and editing knowledge to shoot a low-budget film on a tight schedule without the benefit of storyboards for a nationwide film competition.

Intern / Production Assistant

Southwest Productions – 2002

Worked with a team on tight deadlines to assist with the pre-production and production of live action commercials. Became proficient in the art of visual development and storyboarding.

ADDITIONAL SKILLS

-Advanced in Photoshop

-Visual Design

-Microsoft Office

-Maya Autodesk