

Jaco Otto - Curriculum Vitae

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Experience

August 2009 - Present

Contractor - Kit Digital, London.

UI Designer

Responsibilities includes:

UI & UX design for video centric websites and Content management systems

Web design,

UI design for mobile devices.

March 2004 - August 2009

Narrowstep & Sportshows TV, London.

Senior Designer

Responsibilities included:

User-interface design, Web design, Motion GFX,

3D animation, Basic video editing, Occasional marketing and print material.

Reference: Rob Smith, Director of Customer Solutions, Kit Digital

Feb 2003 - Feb 2004

Freelance Design, London.

Working on various freelance web projects.

Jan 2002 - Feb 2003

72pt Interactive, South Africa.

Founded and operated a South African based design company.

Responsibilities included:

Networking and sourcing clients; Marketing and Advertising; Client presentations;

General admin; Art directing & Project management; Conceptualising creative

work; Print design, Repro, Web design and development. Multi-media design and

3D visualization.

April 2001 - Dec 2002

Graphicor, Johannesburg, South Africa

Graphic Designer

Responsibilities included:

Conceptualizing creative work; Storyboarding; Concept presentations; Print

design; Web design; Multi-media design; Minor copywriting.

Reference: Brenda Hofmeyer, Creative Director, Graphicor.

Feb 2001 - March 2001

Freelance Design.

April 2000 - Jan 2001

Digera Marketing and Advertising, South Africa.

Junior Graphic Designer

Responsibilities included: Conceptualizing creative work; Storyboarding; Concept

presentation; Print design; Web design; Multi-media design; 3D illustration &

animation.

Reference: Magnus Rademeyer, Managing Director, Afrigis.

Qualifications

2007

Introduction to Product Design,

Short Course, Central Saint Martin.

1996 - 2000

BA (Fine Arts) Graphic/Visual

Information Design,

University of Pretoria, South Africa.

Subjects :

Marketing Management; Information

Design; Visual Communication;

History of Art; Drawing; Graphic Art;

Illustration; Photography

Skills Summary:

User Interface & Experience Design

Web Design – Designing with web

standards and SEO

Motion Graphics

2D and 3D animation

Print Design and Production

Software knowledge

Design:

Photoshop

Illustrator

Dreamweaver

Flash

Flex (Skinning)

Fireworks

Microsoft Expressions Studio (Blend

and Design) Silverlight

Motion:

After Effects

Apple Motion

Adobe Premiere

Final Cut Pro

Wireframing:

Axure RP

Balsamiq Mockups

3D:

3D Studio Max (Intermediate)

Maya (beginner)

Zbrush (beginner)

Code:

XHTML, CSS

Actionscript 3.0 (beginner)

Jquery (beginner)