



# MIKE BALCERZAK

mikebalcerzak@yahoo.com | 215.450.3439

## SOFTWARE

Sketch  
InVision  
Photoshop  
Illustrator  
After Effects  
Principle  
3DS Max  
Unity

## SKILLS

Motion Graphics  
Branding  
Interaction Design  
Leadership  
HTML / CSS  
Design Thinking  
Agile / Scrum

## WORK

Bē /mikeballz



/khemist000

Hardworking, motivated, and highly creative. **Experienced leader**, capable of working efficiently with others in any environment to create compelling and effective digital art and design. Over **10 years of design and animation experience** in both 2D and 3D. 10 years of fine art experience. Practioner of **Design Thinking** and distilling vague concepts into crystal clear visuals.

**Capable speaker**, presenter and able to effectively communicate ideas between designers, developers, and clients alike.

## ARCWEB TECHNOLOGIES /UX & UI Designer

Current

Currently a product designer at Arcweb Technologies helping to solve challenging customer needs through thoughtful and beautifully functional design. Work directly with clients to **bring their ideas to life**.

Well versed and practiced in the **Design Studio Method** and **agile methodologies**. Capable of taking products from the ideation phase, through **prototyping**, all the way to production.

## AMI ENTERTAINMENT /Sr. Game Artist

NOV 08 - OCT 15

Created unique, compelling, and dynamic game content for the proprietary Tap TV and Megatouch platforms. Utilized digital art skills to create exciting artwork, animation, and designs that captivate patrons. Provided **art direction** on countless projects. **Wore many hats**.

Highly proficient in the **Unity Engine** with several years of experience and a number of shipped games on the Megatouch Platform and iOS.

## NAVTEQ /Media Dev. Art Manager

MAR 03 - NOV 08

**Managed a group of 5 artists** in creating real-time 3D traffic content for over 65 television stations in 30 markets across the country. Provided art direction and mentorship. Regularly met with clients. Skilled with the Gamebryo Engine.

Served an **integral part** in developing neXgen and Commute Vantage real-time traffic software. Managed multiple projects across teams, ensuring the highest quality work that is delivered on schedule.

## EDUCATION /BS Animation, Art, & Design

Art Institute of Philadelphia BS degree in the Animation, Art, and, Design curriculum. **Date of Graduation 12/13/02.**

## ACCOLADES

Outstanding Achievement Award for invaluable service to Traffic.com. Dean's list at AIPH. Five Best of Quarter Awards at AIPH. Two straight quarters with a 4.0 GPA. CIS Award for Outstanding Achievements In Art.