MIKE BALCERZAK

mikebalcerzak@yahoo.com | 215.450.3439

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.

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

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**. Capabale 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**.

Hightly 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.