

# Michael Kilmer: New Media Designer

4 Hingham Rd  
Worcester, MA 01606  
508.735.9682  
kilmermc@yahoo.com  
www.michaelkilmer.com

## Design Experience

3D Modeling  
3D Rigging  
3D Texturing  
3D Animation  
2D Animation  
Flash Web Design  
Virtual Reality Design  
Print Design  
Typography

## Hardware

Windows  
Mac OS

## Software

Adobe InDesign  
Adobe Flash  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere  
Adobe After Effects  
Adobe Dreamweaver  
Lightwave  
Sonic Foundry Acid Pro  
FL Studio  
Final Cut Pro  
DVD Studio Pro  
Unreal Engine 3

## Languages

CSS  
HTML/XHTML  
Action Script 3.0

## Extra Curricular Activities

Play guitar  
Edit and record music  
Play in a rock and roll band  
Avid video gamer

## Work Experience:

*Papa Gino's – 2001-2004*

Cashier

My duties included handling the cash register, cleaning tables, making and cutting pizza dishes.

*Protein Purification Manufacturing (PPM) Corporation - 2004-2007*

Manufacturing Technician

My duties included cleaning glass lab equipment, assisting senior technicians, and handling warehouse deliveries. Gowning and strict guidelines were necessary for the clean room environment.

*Gamestop – 2006 - current*

Game Advisor

My duties include handling the cash register, assisting customers, and keeping up to date on the newest releases.

## Education

University of Massachusetts Dartmouth  
College of Visual and Performing Arts  
Bachelor's Degree in Visual Design  
Option in Digital Media  
Degree expected May 2008  
Deans List 2005 - 2008  
3.2 grade point average

## Honors/Affiliations

Work was included in the University of Massachusetts Dartmouth Digital Media Festival in 2007.

## Design Projects

### Animation

Completed both two and three dimensional animation. I designed, created, modeled, rigged, and animated my own three dimensional character in a brief 35 second animation. Production included storyboarding, sound and video design, an exploration of the walk cycle, and the fundamentals of animation.

### Web Design

I designed and scripted a Flash based website based upon the Metroid video game series. I learned the fundamentals that make up Action Script 3.0, navigation design, and interactivity.

### Virtual Reality/ Game Design

I created a virtual world based on "El Castillo" from Chichen Itza, in the Yucatan peninsula, a lesson in three dimensional interactivity, and story and game design.

### Other

I have taken 2 full semesters of traditional drawing and excel in free hand charcoal, and pencil drawings.

References Available on Request