Michael Kilmer: New Media Development & Design

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Education

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

Design Experience

3D Modeling
3D Rigging
3D Texturing
3D Animation
2D Animation
Web Standards Design
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
Adobe Encore Dvd
Lightwave
Sonic Foundry Acid Pro
FL Studio
Final Cut Pro
DVD Studio Pro
Unreal Engine 3

Languages

CSS
HTML/XHTML
Action Script 3.0

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.

Extra Curricular Activities:

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

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, 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