



robmsimon@gmail.com  
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## OBJECTIVE

To combine creativity, leadership, and technical ability to tell untold stories.

## SKILLS

Cinema 4D	<div><div></div></div>
Optitrack	<div><div></div></div>
HTML/CSS	<div><div></div></div>
ZooKeeper	<div><div></div></div>
Illustrator	<div><div></div></div>
Photoshop	<div><div></div></div>
After Effects	<div><div></div></div>
Premiere	<div><div></div></div>

## EDUCATION

University of Connecticut  
Bachelor of Arts, December 2017  
Summa Cum Laude

Digital Media and Design  
3D Animation and Visualization

## AWARDS

Dean's List  
All semesters

Digital Media & Design  
Convocation Speaker  
Spring 2017

Order of Omega  
Spring 2017

New England Scholar  
2015 and 2016

Fine Arts Talent  
Scholarship  
2015, 2016, 2017

Dean's Scholarship  
(Fine Arts)  
2016

Dean Jerome Birdman  
Scholarship  
2015

## EXPERIENCE

### MeadsDurket, Social Media Intern

SAN DIEGO, CA  
JUNE 2017-PRESENT

- Created social media content for Del Mar Racetrack and other local clients while analyzing performance and engaging with audience.
- Used Illustrator, Photoshop, and After Effects for content creation and Sprout Social for reporting.

### Horizon Media

NEW YORK, NY

Freelance Social Designer

AUGUST 2016-JANUARY 2018

- Created social content for clients namely Jack in the Box, Maryland Live Casino, and Snyder's of Hanover to engage audience with dynamic content.
- Creating new videos about once a month.

Social Design Intern

JULY 2016-AUGUST 2016

- Social media designer for Stella D'Oro and Archway cookies.
- Created content to increase audience engagement. Photographed all assets and used Illustrator, Photoshop, and After Effects for editing.

### Boston Children's Hospital (BCH), Content Creator

STORRS, CT  
FALL 2015-SPRING 2017

- Created 2D and 3D game assets to be implemented in the game engine, Unity, for the 20 foot tall, Kinect powered interactive wall at BCH.
- Boosted spirits of patients by creating games that interested them and gave them a sense of home.

### KindWorld

STORRS, CT  
APRIL 2016

- Selected from a group of student kinetic typography submissions to be featured for a WBUR podcast piece highlighting the story of a boy's ever-positive outlook on life through his cancer treatment.

### ECHO Projection Mapping, Research & Development

STORRS, CT  
JANUARY-APRIL 2016

- Collaborated with teammates on content creation and projection mapping for a play preformed at the Ballard Institute Museum of Puppetry.
- Content created in Photoshop and Illustrator and animated in After Effects and Cinema 4D. Projection mapped using Green Hippo.

### Love Megabytes LLC, Research & Development

STORRS, CT JANUARY-JULY 2015

- Collaborated on conceptual development for an upcoming Broadway show.
- Worked on detailed motion capture and projection mapping research and development.

