Tamara C. Peters Multimedia Developer

http://tpeterso.github.io

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Digital Media Experience

Oct. 2015 - present

Gromelski & Associates, Inc., at Lockheed Martin in Manassas, VA

- Multimedia Developer, with secret clearance, translating military equipment information from engineers and source documents into training materials and interactive technical manuals for sailors
- Scriptwriter for training videos, also working in video development
- Coordinator of physical and virtual hardware assets
- Art team leader for the transition to Unity for desktop simulations
- Utility player, programming, 3D modeling, and filling other multimedia needs

June 2011 – Oct. 2015

Freelance Media Work, Silver Spring, MD

- Designer/Animator for fire materials, National Institute of Standards & Technology
- Media Producer, Interviewer for Chosen Food Exhibit, Jewish Museum of Maryland
- Digital Video Editor, TEDxUMBC and various projects
- Graphic Designer, Photo Editor, various projects

Jan. 2013 - Mar. 2015

Imaging Research Center, UMBC, Baltimore, MD

- Project Lead, Artist, Intern Manager, and Primary Researcher for BEARINGS of Baltimore, Circa 1815, a virtual recreation of the city, on permanent display at the Maryland Historical Society http://earlybaltimore.org
- Animator for Water Falls, 'Science on a Sphere' film for NASA/Goddard Visitor Center
- Supervisor for media student intern from the SUCCESS program, a college experience for young adults with intellectual disabilities, teaching video logging

Feb. - Dec. 2012

Commonvision, UMBC, Baltimore, MD

- Motion Graphic Designer and Animator for the iNet division, working with clients to create animated ads and announcements for on-campus video network

Education

Dec. 2012 University of Maryland Baltimore County (UMBC), Baltimore, MD

Bachelor of Fine Arts: Animation, magna cum laude

May 2005 University of Toledo College of Law, Toledo, OH

Juris Doctor & Intellectual Property Certificate, cum laude

May 2000 **Loyola University Maryland**, Baltimore, MD

Bachelor of Arts: Psychology, Minor in Theater, summa cum laude

Software

Development: HTML, CSS, JavaScript, jQuery, Ruby, Ruby on Rails, ActionScript 3.0

Adobe Suite: After Effects, Photoshop, Illustrator, InDesign, Animate, Premiere, Dreamweaver, Audition

3D Modeling: Maya, Cinema 4D, 3D Studio Max

Other: Logic Sound Editing, Final Cut Video Editing, Dragonframe Stop Motion, Microsoft Office Suite

* Awards, Publications, Honor Societies, School Activities, Legal Experience, and References available upon request