

MIKEDENNERYJR

INTERACTIVE DESIGNER / ANIMATOR

OBJECTIVE

To bring unique ideas into the workplace and to bring those ideas to life from beginning to end. To bring something new to the design world and to make my mark through my work. To enable users to have the best possible experience with design intact. To be a problem solver that not only provides one solution, but many.

EDUCATION

Rochester Institute of Technology, Rochester, NY
BFA New Media Design & Imaging
GPA: 3.3 Minor: German Language
Relevant coursework covers interactive design graphic design, 3d design, and motion design.
HS Anhalt (FH), Dessau, Germany
Study Abroad program from RIT for 4 months.
Mostly worked on motion projects.

EXPERIENCE

Junior Interactive Designer/Animator
at Saint Elmo's Multichannel Creativity
September 2010 – Present (1 year)

Graphics Animator/Motion Designer
at RIT Sportszone LIVE
November 2009 – May 2010 (7 months)

Video Production Assistant
at Rochester Institute of Technology
January 2008 – February 2010 (2 years 2 months)

Design/Development Intern
at I-SITE Web Design & Marketing
June 2008 – August 2008 (3 months)

SKILLS

Design
interactive design, graphic design, motion design, page layout.

Photography/Video/Animation
digital photography & manipulation, video editing & shooting, Flash, 3D, & After Effects animation.

Software
Cinema 4d, Final Cut Pro, Adobe CS5: Photoshop, Illustrator, Bridge, Flash, InDesign & After Effects.

Coding
HTML, CSS, Actionscript 3, and some Javascript.
Normally hard-code with BBEdit or Textwrangler.

CONTACT

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RECOMMENDATIONS

Available Upon Request.