

Christopher Kirkman

Multimedia Designer

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Animated Designs

Web Designer / Web Developer

Feb. 2007 - present
Worked with a small creative team to design and implement a number of web based projects. Created microsite layouts and supporting banners/badges. Worked with Flash development team to maintain HTML, CSS and XML back-end. Additionally, worked with CGI team to composite, rotoscope and render images and animation.

Live projects include

kia.com	Kia Motors of America
kiamedia.com	Kia's press resources
anides.com	Animated Designs home page

Time Warner Communications

Intranet Technology Specialist

Mar. 2001 -Feb. 2007
Administration, maintenance and component creation for Los Angeles division internal and external web pages using Cold Fusion, Flash and Photoshop. Creation of promotional materials as it related to cable television for local use.

Freelance Design and Production

Feb. 2007 - present
Worked directly with clients to create new or update existing online presences. Many disciplines explored included WordPress, various CMS systems, Flash, PHP and HTML.

Live projects include

kirkowens.com	Kirk Ownes Photography
poolcube.com	Gaming product (flash animation link)
graywayrotatingdrain.com/index.swf	Rotating Drain demo (3D modeling, flash animation)

The League; Season 1: DVD

FX comedy series (flash animation, rotoscoping, motion graphics)

Media Geeks

Owner

May. 2002 - present
Working with a small team of writers, Media Geeks reviews and reports on the latest video games, films, DVDs and related topics. Worked as designer, developer, photographer, business manager and administrator.

media-geeks.com

Objective

Continually looking to expand creatively in web design, motion graphics and CGI. Get personal satisfaction from solving common challenges with unconventional techniques

Skills

Adobe Photoshop

Expert Level

Adobe Dreamweaver

Expert Level

Adobe Illustrator

Moderate Level

Adobe Flash

Moderate Level in animation and design, non-scripting

Adobe After Effects

Moderate Level

Autodesk Maya

Beginning Level, basic modeling, lighting, shaders and animation

HTML, PHP, XML, CSS, MySQL

Advanced Level