

STEPHEN R. GIFFORD

Location: Harvest, Al
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-OBJECTIVE- Seeking a position where ability and achievement will offer professional growth and career opportunity in the fields of Interactive Media Development, Art Direction, Graphic Design

-SKILLS- **Specializing in:** Broadcast, Web & Interactive Multimedia, Flash, Print Design, 2D Illustration, 3D Illustration, Technical Illustration, 3D Animation, Graphic Design, Product Design, also specialized in graphics for Tradeshows, Exhibits and Presentations, Unity 3D GUI and Animation

Applications: Adobe Design Suite including After FX, Photoshop, Illustrator, Cinema 4D, Sony Vegas, 3D Coat, Unity Game Engine 4-5

-WORK HISTORY-

MAY 2013
PRESENT **Multimedia and Game Developer**, Camber Corporation - Unity 3D Design and Animation in Real-time Game applications, UI and GUI development, Real-time 3D Simulation Environments, Promotional Posters, Serious Gaming, and Interactive Multimedia Development for military application, also worked as team lead within our multimedia group for the past 2 years.

DEC 2005
JAN 2013 **Game Artist and Multimedia Artist**, Blockdot Inc. division of Media General. (No longer in business – purchased by Soap Interactive) Design and Multimedia Development of Casual Games and Mobile Games and apps, Web Based Brand Experiences. The brands I have worked on as lead designer include: Microsoft, Yahoo, Business Week, Lego, Air Force, Frito Lay, National Guard, Visa, Cadbury, Baskin Robbins, Universal Pictures, Kraft, Verizon, Visa-Fifa Soccer, Business Week and many others. Adobe Site of the day twice.

APRIL 2004
DEC 2005 **Broadcast Designer and Multimedia Developer - User Interface Developer** (Verizon) contracting through Infinite Computer Solutions. Design and development of UI and GUIs for next generation fiber-optic TV. Our 3 person team created the Interactive Programming Guide for FiOS TV. Some HTML and Javascript applications development. Video and animation content creation.

APRIL 2001
JULY 2003 **Multimedia Developer**, Intelcon Services/Revolve - Design of content for Flash based websites and HTML content creation using Flash, DHTML, Javascript, PHP, QuickTime VR. Graphic design and 3D modeling for video and Stereoscopic 3D, interactive CD-ROM content for Computer Based Training products and other promotional media. Graphic design for: tradeshow events, marketing materials, point-of-purchase. Product design and 2D/3D animation for video. Lead Designer on projects for Cingular Wireless, Dr. Pepper/Slush Puppie, FritoLay, Siemens, General Dynamics

NOV 1996
APRIL 2001

Graphic Designer, Animator, Web Content Developer, Art Director

Trinity Industries, Inc. Position included 3D Animation for Video, Graphic Design and production of various materials in support of Sales, Investor Relations, Product Advertising, Executive Presentations as well as Illustration, Multimedia CD Rom Production, Art Direction, Photography. Programs used primarily included: Photoshop, Illustrator, Corel Xara, Corel Draw, PowerPoint, 3DStudio Max, Imagine 3D, Flash, Dreamweaver including extensive HTML coding with JavaScript and DHTML usage.

-EDUCATION AND TRAINING-

Brookhaven Junior College Visual Communications Courses, Mt. View Junior College - Fine Art

Portfolio <http://www.stephengcreative.com/>- References Available Upon Request.
Linkedin: www.linkedin.com/in/stephen-ross-0b97253