

Steve Greek – Digital Multimedia Artist & Web Developer

Summary:

- Five solid years of game development experience as a multimedia graphic artist.
- 6 years writing HTML, CSS and pre-configured JavaScripts and PHP scripts.
- Over 4 years of User Interface design experience for games & web networks.
- Passionate about producing quality work, will always seek an elegant solution.
- Strive to maintain quality and a first-rate communicator in crunch situations.

Digital tools knowledge:

- Proficient with Adobe tools - Photoshop, Illustrator, Dreamweaver, and Premiere.
- Advertising banner experience using Flash and video editing in After Effects.
- Complete grasp of Mac-OSX & PC Windows systems and support applications.
- Strong understanding of Final Cut Pro, DVD Studio Pro, Motion & Keynote.
- Several years of experience with programs like 3D Studio Max and Swift3D.
- Can do attitude when dealing with browser issues to allow 100% accessibility.

Work Experience:

Self Employed – Business Office in Sebastopol, CA. May 2009 – Present

Web & Graphics Designer

Ongoing part-time web support contracts for the following clients:
CoastalGlassRestoration, SleepBaby, BlueClearMedia, SavingAllGlass, CCCSAA.org.
Provide training on how to use Paypal & Google Analytics tools and Dreamweaver editing.

Third Rock Mining, Rohnert Park, CA. February 2004 – May 2009

Webmaster & User Interface Artist

Created themes, templates & application graphics for Ruby on Rails development.
Designed product logos, icons and banner ads for the PNN.com social networking site.

Self Employed, Sebastopol, CA. March 2002 – December 2003

Internet Specialist & Multimedia Graphics Designer

Provided training on how to use CMS tools and Dreamweaver for online website editing.
Clear Case LLC – Part-time in 2003 doing demonstrative posters and time line charts.
Video Cards USA – Created animated presentations for touch screen kiosk deployment.

Structured Business Systems, Santa Rosa, CA. July 1999 – August 2001

Senior Web Designer

Managed business client websites, designed & deployed banner ad campaigns.
Provided graphics design, HTML coding/debugging, and final site publishing to the web.
Troubleshooting web browser issues, maintaining email promotions & logo design.

Contract Employment, Santa Rosa, CA. December 1998 – June 1999

Multimedia Graphics Design Consultant

Developed CD-ROM presentations for CyberCash using the Macromedia Director tool.
Using vector graphics tools like CorelDraw & Illustrator to create vinyl outdoor signs.
Created poster art & graphics design work for brochures used in marketing services.

Totally Games, San Rafael, CA. June 1998 – November 1998

Game Production Artist

Using in-house 3D software to texture models for the Star Wars "Alliance" video game.

Elliott-Portwood Studios, Petaluma, CA. April 1993 – May 1998

Game Artist & Art Director

Art direction, web design, and user interface creation for a variety of family video games.

Art director and design artist on the "Widget Workshop" edutainment software title.
Managed a group of production artists on the *NEC-Japan* title "Leonardo's Toolbox".
Created puzzle graphics, icons and web pages for the online game site Flowgo.com.

Mindscape, Novato, CA. September 1992 – April 1993

Game Production Artist

Created animated graphics and interface modules for the "Terminator II" video game.
Designed tile backgrounds for the Nintendo video cartridge game "Mario is Missing".
Completed various game play sequences for "Mavis Beacon" the typing learning tool.

Amazing Media, San Anselmo, CA. August 1991 – July 1992

Production Artist

Designed backgrounds, buttons and animated icons for marketing presentations.

Soft Ad Inc., Mill Valley, CA. February 1991 – Sept. 1992

Computer Artist

Creator of promotional product graphics for clients such as, *BMW, Ford, and IBM.*

Boeing, Long Beach, CA. July 1979 – October 1990

Technical Illustrator & Graphics Artist

Created illustrations for aircraft manuals and slides for sales presentations.
Worked for the training division, designing computer based training (CBT) courseware.
Designed slides, posters, and sales packages to promote new product enhancements.

Achievements & Awards:

The "Golden Apple" award for work on the "Widget Workshop", kid's science game – 1996.
Boeing employee awards for successful team efforts to advance product quality.
Government projects I worked on include; the Columbia Space Shuttle, the Voyager Space Craft, and the Galileo Probe for *NASA* at *JPL* Pasadena.

Education:

Fullerton Junior College – Fine Arts studies in Mixed Media & Lithography.
University of California, Los Angeles – Digital animation classes using the Macintosh.
El Camino College – Fine Arts studies in Life Drawing and Technical Illustration.
Long Beach City College - Associate of Arts Degree, Advertising and Design.
Santa Rosa Junior College - Advanced HTML, Flash & 3D CAD Design.

Technical & Creative Employment History, April 1972 – June 1979

A wide variety of work experiences

Here's a bit of history that lays the foundation to my business experiences. I started at *Products of Information Systems & The American Picture Co.* as a platemaker, cameraman and printer for real estate guide booklets. I worked in the print business for two years. Then, I moved onto the electrolysis plating industry. I worked at the following companies, *Bell Industries, Microdata inc. and National Technology Inc.* - these companies hired me to plate copper, solder, gold connector tips and screen print masks onto computer circuit boards.

I enjoyed screen printing and sign painting and quickly realized a need for quality art in business. So, I knocked on doors in my spare time to sell hand painted window signs and outdoor advertising products. I took employment in the tee-shirt business where I designed logos for *Swango Silkscreen Specialties* in 1975. From there I accepted employment at *HB Outdoor Advertising Inc.* I was the lead artist designing outdoor signage for realtors. In night classes at Fullerton Junior College I learned complex illustration techniques using technical pens to render simplified line work from blueprint sources. This new talent allowed me to step into the aerospace industry. I worked as a sub-contractor at companies like *Hughes Aircraft Co., Rockwell International, General Dynamics, Lockheed & JPL.* To do this work I was required to secure a secret clearance through my employer, *Consultants & Designers Inc.* In 1979 while sub-contracting for *Subia, Inc.* I was offered employment at *McDonnell Douglas Aircraft Co.,* where I remained for over ten years as a technical illustrator.