

résumé

KEVIN KEMMERLY

web // flash // motion graphics // consulting

I have been working in digital media for over 19 years. I had a lot to learn when I started flipping pixels right out of art school—and I'm still learning today. I have a real passion for making things move and creating memorable visual experiences. And I look forward to finding solutions for creative challenges each and every day.

Freelance web designer/developer // 04.2009 – present

These days I work in two ways. With businesses, small to large, to create SEO-friendly well-designed and easily managed web sites and applications. And with creatives and creative agencies to develop web sites, Flash animations, mini-sites, product demos and other interactive media for their clients.

Wages Design, Inc. // 08.1992 – 04.2009

Director of Interactive

Bridged the technical with the creative by working hand-in-hand with designers to produce a wide range of projects including standards-based static and data-driven web sites, Flash web sites and animation, as well as interactive presentations, email campaigns, product demos, digital video and trade show kiosks. Worked with clients to establish criteria and find the right technologies to facilitate on-target branding and marketing initiatives online, on budget and on time.

Portfolio Center // 1995 – 1997

Teacher

Developed curriculum and taught classes on Macromedia Director covering application-specific training, an overview of multimedia concepts and demonstrations of real-world applications.

Webco Printing, Inc. // 10.1990 – 08.1992

Computer Graphics Specialist

Wide-ranging responsibilities included research & development, production, software/hardware troubleshooting, network administration, and illustration. Researched, tested, and coordinated establishment of digital prepress and production systems.

Synthesis, Inc. // 06.1990 – 10.1990

Computer Graphics Specialist

Created artwork and animation for multimedia presentations, as well as illustrations, logos and 3D renderings for print applications. Researched and outlined curriculum for Desktop Design Center, a proposed desktop publishing training center.

Softdisk Publishing // 01.1988 – 07.1989

Director of Computer Graphics Dept. / Editor, DTPublisher

Created on-screen artwork for a series of monthly, subscription based e-magazines (floppy disk based) on Macintosh, Apple II, Commodore 64, and PC platforms.

Bachelor of Arts, Louisiana State University, Shreveport – 1987. Major: Fine Arts.

Extensive experience with Macintosh and Windows systems and a myriad of software applications including: Adobe Creative Suite CS4, Adobe After Effects, Final Cut Pro, Microsoft Office and a smattering of 3D applications. **Proficient in:** HTML, XHTML, CSS, Javascript, AJAX, JQuery, PHP/MySQL, ASP/SQL Server, Actionscript

References available on request.