

# Michael Kilgore *Graphic Artist*

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## Professional Profile

- Creation of projects based on sound design principles and substantial experience with industry standards
- Illustration of concepts using traditional and digital media for print, web and other standard applications
- Creation and manipulation of digital images using industry standard software packages such as Photoshop, Illustrator
- Development of professional web content using Adobe Flash and Dreamweaver
- Development and manipulation of three dimensional models using modern software tools such as 3DS Max and ZBrush
- Application of time and resource management principles to the development and production of projects in accordance with industry standards

## Industry Experience

### Freelance graphic artist 1998 - present

Twelve years of print, web and sign graphic experience. Clients include:

#### • Big Head Press, Inc.

Digital painting of 70 pages in Mike Baron and Andie Tong's "The Architect"

#### • Terminus Media, LLC

Digital painting of 24 pages for two graphic novel anthology publications

#### • Five M Books, LLC

Digital painting of 68 pages for the limited series "Demon's Regret" published by Digital Webbing Presents

#### • Digital Webbing.com

Logo creation for online periodicals for comic industry website

## Education

### ITT Technical Institute, San Diego, CA

March 2008 - June 2010

Associate in Applied Science - Information Technology/Multimedia

Projected Graduation: June 2010

Awards: Highest Honors, Gamma Beta Phi Honor Society

### U.S. Navy, Great Lakes, IL and Dahlgren, VA

October 1995 - April 1998

Equivalent to Associate of Applied Science - Electronics

Extension courses in both Adobe Dreamweaver and Adobe Flash

Advanced training at lynda.com in 3DS Max and Adobe AfterEffects

## Technical Skills

- Design and creation of 3D models, including shading texture mapping and lighting, for use in animation
- Layering, timeline manipulation and animation of vector graphics
- Drawing, editing/modifying and manipulation of typography
- Type design, image manipulation, model and motion graphic creation for the broadcast industry
- Design and development of HTML documents using graphics, images and hyperlinks
- 2D graphic design and digital painting on Mac and PC platforms
- Technical sketching and design visualization using freehand drawing techniques and digital path manipulation

## Software Experience

### Adobe

- Photoshop
- Illustrator
- After Effects
- InDesign
- Flash
- Dreamweaver
- Soundbooth
- Director

### Others

- Autodesk 3D Studio Max
- e Frontier Poser
- Raptor
- Microsoft Visual Basic
- Microsoft Windows
- Microsoft Office