**John Alves: Graphic Designer and Multimedia Developer**

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206-427-4683

**Core Skills**

**Programs:**

I have extensive experience with the Adobe Creative Suite and keep up to date with many of their current programs, particularly those required for design and animation, such as Photoshop, Flash (now Adobe Animate), Illustrator, InDesign, and Fireworks. I also have a background in web development, mainly with Html, Javascript editing, Dreamweaver, Adobe Muse, and Edge Animate. I am well versed in animation and video/audio editing with Adobe After Effects, Premiere, Audition as well as the open source audio recording software Audacity.

My web based training/development program of choice is Adobe Captivate and I create additional graphic/video/animated content to augment course interactivity using the Adobe CC suite. I am up to date with the current Microsoft Office Suite, utilizing SharePoint, Google Docs, and have experience in several 3D design programs, including 3Ds Max, Maya and Mudbox.

**Other:**

Beyond my design career I have garnished experience leading teams through project cycles, training team members in new processes/programs, creating training documentation/training aids, and data management. I am also very quick to pick up new tools on the fly as well as balancing the creative process with time management.

**Education**

Bachelor’s Degree, Media Arts and Animation

-Cumulative GPA of 3.7/4.0

-Made Deans List

**Work Experience**

**Freelance Illustrator, Concept Artist, and Graphic Designer (2008- Present)**

-Dolores Rogers (Feb/April 2016)

-Silver Cup Coffee (On going on a per project basis) (2014-Present)

-Benjamin Cuyle (On going on a per project basis: 2013-Present)

-Garrik Hudson-Falcon (On going on a per project basis: 2013-Present)

-Robert Rose (April 2014)

-Holy Family Parish (May 2013)

-Shawn Waters (Mar/Sept 2010)

-Rose Lobster Co. Inc. (2008/2009)

-Innovative Material Handling Systems (IMHS Aug-Sept 2009)

Responsibilities included:

|  |  |  |
| --- | --- | --- |
| * Web site development * Typography * Packaging design * Web graphic asset creation/editing * Illustration | * Interactivity design * Website Branding * Character design and concept art development * Team coordination * Deadline management | |
| * Logo concept/development for print and web * Flyer Design | * Redrawing existing raster content for vector use * UI consulting |

**CenturyLink (Apex Systems) (February 2015 – October 2015)**

**Instructional Designer, Multimedia Producer:** Responsibilities Included

|  |  |
| --- | --- |
| * Online Course Development * UI Design * Info Graphic Design * Icon Design/Development * Corporate Branding Compliance * Flash Animation/Editing * Template Creation | * Graphic Asset Development * Client Communication * Time Management * Pipeline Milestone Compliance * Video/Audio Production and Editing * Courseware Writing/Editing |

**Google (Randstad Staffing) (May 2014- February 2015)**

**Visual Data Specialist 2:** Responsibilities Included

|  |  |
| --- | --- |
| * Image manipulation * Learning new processes/tools/policy changes * Training documentation/policy Development * Team member training * Form development and design * Deadline and production goals | * Data Editing * Time management * Product testing and feedback * Reviewing operator data for quality assurance * Research for data verification * Team intercommunication and cooperation with multiple team leads for policy development |

**Google (Randstad Staffing) (May 2013- May 2014)**

**Visual Data Specialist:** Responsibilities Included

|  |  |
| --- | --- |
| * Image manipulation * Learning new processes/tools/policy changes * Time management | * Product testing and feedback * Data quality assurance * Research for data verification |

**Microsoft Game Studios (Aditi Consulting) (Mar 2012- Mar 2013)**

**TA2, Lead:** Responsibilities Included

|  |  |
| --- | --- |
| * Managing a team * Mentoring new team members * Developing/maintaining training documentation * Learning new processes and working with proprietary tools. | * Coordinating communication between tester and developer teams * Product testing and feedback * Quality assurance * Bug Writing and follow up * Deadline and end of day reporting |

**Eagleview Technologies (Jan 2011- Mar 2012)**

**QC :** Responsibilities Included

|  |  |
| --- | --- |
| * 3D Roof Measurement using proprietary software * 3D Roof Measurement Quality Control * Image Quality Assurance * Time Management * Process development | * Training team members on new processes * Software testing and feedback * Learning new software in fluid development * Developing/maintaining training documentation * Providing UI feedback and suggestions |

**Microsoft Game Studios (Aditi Consulting) (Sept 2009-Sept 2010)**

**TA1, Lead:** Responsibilities Included

|  |  |
| --- | --- |
| * Managing a team * Coordinating communication between tester and developer teams’ * Developing/maintaining training Material * Deadline and end of day reporting | * Product testing and feedback * Quality assurance * Mentoring new team members * Learning new processes and working with proprietary tools. * Bug writing and follow up |

**Martinarts Inc (Feb 2008- Nov 2009)**

**Independent Art Contractor:** Responsibilities Included;

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| --- | --- |
| * Concept art and Production Design for MMO content for Production Road. This included following design documents, working with an art lead and taking content from rough design to 3d model | * Concept and Production Design for World of Warcraft Figureprints Character Base including textures low poly modeling * Concept art and content creation for approval |

**World of Warcraft Figureprints Editor:** Responsibilities Included;

|  |  |
| --- | --- |
| * Editing WoW assets to ensure proper printing * Developing Process Training * Pose optimization | * Training other editors * Using proprietary tools and plugins for software packages * Team Communication |

**Martinarts Inc Internship (2007- 2008)**

Content Creation; 3D Modeling, Texturing, Conceptual work

Responsibilities Included;

|  |  |
| --- | --- |
| * Conceptual design for approval * Digital painting * Concept development * Design Research * Low poly prop modeling | * Development of assets for Unreal Engine, textures, normal maps, and specular maps. * Asset management * Team communication * Follow direction from lead designers |