

Justin Rhoades

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OBJECTIVE

To create striking interactive experiences that communicate, educate and inspire while having the opportunity to further develop my creative skills.

KEY STRENGTHS

Versatile, concept-driven designer with a sharp eye for detail and typography

Exceptional web design skills with strong attention to user interaction

Adept broadcast designer and animator

Tactful manager of creative teams, production processes and client relations

PROFESSIONAL EXPERIENCE

Freelance : Designer, Developer, Animator

Summer 2004 to present

Provider of graphic design services including interactive application development, identity creation, motion graphics and web site design.

Cook Medical Inc. : Designer, Developer

Summer 2005 to Spring 2006

Developed an Actionscript-based, touch-screen kiosk for sales team support during industry trade shows and conferences.

Avenue, Inc. : Designer

Winter 2003 to Summer 2004

Responsible for design concepts, web site production, motion graphics and client relations. Managed freelancers and assisted in company branding.

Protokulture : Designer, Animator

Spring 2003 to Winter 2003

Motion graphics and animation designer for a range of clients including Budweiser, Kelloggs, Sears, and The Cartoon Network.

Angle Park : Animator

Spring 2003 to Fall 2003

Freelance animator and effects specialist for the children's television show The Bzots. Designed visual gags, crafted virtual sets and performed advanced compositing tasks.

IU African-American Studies : Designer, Animator

Spring 2002 to Spring 2003

Lead video and interface designer for the National Endowment of the Humanities funded CD-ROM entitled "African Americans in Cinema." Produced introductory and pedagogical videos and conducted CD-ROM usability tests.

PROFESSIONAL EXPERIENCE

Restaurant Confidential : Art Director, Designer

Fall 2001 to Spring 2003

Chief designer and art director for this monthly magazine. Responsible for identity creation, brand-building, page layouts, artwork and ad design.

IU School of Fine Arts : Designer, Developer

Spring 2000 to Spring 2002

Complete redesign of Indiana University's School of Fine Arts web site.

Organized faculty reviews, conducted usability studies, managed team members and solicited student feedback.

EDUCATION

Indiana University : Bloomington, Indiana

Spring 1997 to Spring 2002

BA in Fine Arts with a focus on video art, digital media, interactive installations and art history.

EXHIBITIONS

Guaranteed Transmission : 2002

MIDI-triggered video installation

Turntabalizm II : 2002

Real-time video mixing synced to live music performance

CAVE Exhibition : 2001

Immersive virtual reality exhibit

Turntabalizm : 2001

Live 16MM film and VHS video mixing with musical accompaniment

SKILLS

Six years experience writing and maintaining code in Actionscript (1.0 and 2.0), XHTML, CSS, Javascript, XML, PHP and MySQL

Five years experience designing and developing advanced Flash-based projects

Expert knowledge of Adobe After Effects, Adobe Flash, Adobe Creative Suite, and Apple Final Cut Studio

Competent with developing and deploying projects using Ruby, Ruby on Rails and AJAX

Experienced with office related software including Microsoft Office and both Mac OS X and Microsoft Windows operating systems