

Samuel Miller

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Portfolio: www.slickmonkeyproductions.com

Experience

NY, NY
NBC Universal
www.nbc.com
2007

Watertown, MA
Molecular
www.molecular.com
2006

Boston, MA
Creaking Door Entertainment
www.creakingdoorent.com
2006

Boston, MA
Life Is Good
www.lifeisgood.com
2006

Waltham, MA
This Is Nollywood
www.thisisnollywood.com
2006

Peterborough, NH
Eastern Mountain Sports
www.ems.com
2002 - 2006

Portsmouth, NH
M23D/Hatchling Studios
www.M23D.com
2001 - 2002

Cambridge, MA
M.I.T.
www.web.mit.edu/cms
2001 - 2002

Brooklyn, NY
Augenblick Studios
www.augenblickstudios.com
1998 - 2000

Lead Graphic Designer/Graphic Artist

Developed initial designs for a multi-functional media player and preliminary site treatments for *NBC Education Initiative*, an educational flash gaming website. With the IA, the treatments were considered for spacial layout, functional color pallets and tested "early" navigation throughout the site.

Intern/UE Assistant

Projects ranged from daily updating of content and client navigation to building flash modules, creating print and in-house collateral for the marketing department. Mentored by the Creative Director and Associate Creative Director in developing my skills user experience design and brand identity.

Designer/Developer

Approached by film maker Steve Davis to create a mini site for his film production company. The main concept was dark colors to enrich video footage, simplistic design and easy access of information.

Freelance Web Assistant

Assisted the lead designer in redesign and preparing content pages to be uploaded for Fall re-launch of *Life Is Good* website. Also assisted in the early preparations of the Fall 2007 catalogue and assisting as a technical designer of the Spring and Fall apparel line.

Lead Designer/Web Developer

Developed mockup for website and assisted with hand coding and further development of *This Is Nollywood*, a documentary on Nigerian cinematography. Currently developing a print kit with the art director for film festivals.

Technical Designer for Outerwear/Wearing Accessories

Product engineer and Assistant Designer for the Outerwear and Wearing Accessories departments. Assisted in fit reviews, managed specs for overseas vendors and developed concept garments with the Senior Designer.

Production Assistant

Developed storyboards and concept treatments for clients and for in-house productions. Mentored by owner Marc Dole in 3D modeling on *Newtek Lightwave* and animating for web in Flash.

Freelance Concept Art Director

Developed treatments for the Creative Media Studies Department for *La Jungla de Optica* and *Biohazard*, educational concept video games that were presented to Microsoft. Treatments included character and layout designs, storyboard sequences and problem solving animatics.

Production Assistant/Animator

Regularly tested animatics and animation cycles, digitally inked and painted sequences for the in-house feature film "The Robot Song" and for *PBS* children's shows. Mentored by the Director, Aaron Augenblick in background layout standards, storyboarding and traditional animation techniques.

Background

Software

(CS2) Photoshop, Illustrator, Indesign, ImageReady, Flash 8, Dreamweaver 8, Fireworks 8, After Effects 6.5 Pro, Premiere 6.0 Pro, Final Cut Pro, CSS, XHTML, Quark 6, JavaScript, Actionscript 1.0/2.0, Lightwave 7, 3D Studio Max 6

Traditional

Illustration, Storyboarding, Background Design, Character Design, Product Design, Graphic Art, Print Layout, Technical Design

Digital

Traditional Animation, Web Design, Motion Graphics/Video Compositing

Education

Certificate in Graphic & Interactive Design

Center for Digital Imaging Arts at Boston University
Waltham, MA 2006

Bachelor of Fine Arts in Traditional Animation

School of Visual Arts
Manhattan, NY 2001