

Katherine Trimble

DESIGN & CREATIVE

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OBJECTIVE

To innovate and expand my design, illustration, animation and interactive skills in a competitive but positive environment where I can change people's lives for the better.

EDUCATION

Rhode Island School of Design

Bachelor of Fine Arts in Film/Animation/Video, 2006

Created *Air Castle*, a 3D/Flash animated interactive dreamscape, as Degree Project.

Edinburgh College of Art

Independent Study in Photography, Winter 2003-2004

EXPERIENCE

Freelance New York, NY

Graphic Designer, Animator, Web Designer - Freelance 2009 - Present

Created logos, websites and animations for various clients.

Snibbe Interactive Inc. San Francisco, CA

Art Director/Graphic Designer 2007 - 2009

Oversaw art production for a variety of interactive and digital installations, including interactive projections, tabletops, kiosks, Flash games and a backdrop for an orchestral performance.

Worked directly with engineering and installation teams to develop pieces for museums and public spaces all over the world. Helped to develop concepts, then created concept art and mockups from written proposals, and produced design treatment documents for clients and our staff. Created art assets for installations including images, animations, and interactive elements, and worked with software developers and installers to integrate artwork.

[\[www.snibbeinteractive.com\]](http://www.snibbeinteractive.com)

Snibbe Interactive Inc. Internship San Francisco, CA

Flash Designer/Web Maintenance Intern, Summer 2007

Developed a touch screen kiosk-based Flash game for use at an aerospace museum.

Maintained company's website. Managed animation production and created customizable text animation in Flash for a permanent installation at a college.

MS Laboratory Instruments Rochester, NY

Software Designer/Developer 2006

Designed and developed promotional CD using Flash.

SKILLS

DESIGN & ILLUSTRATION Highly experienced in creating and editing vector and bitmap images using **Adobe Photoshop, Adobe InDesign, Adobe Illustrator**.

3D MEDIA Skilled in polygonal and NURBS modeling, rigging, texturing, animation and rendering using **Maya, Blender**.

VIDEO, MOTION GRAPHICS & ANIMATION Highly experienced with creating and editing video and animation in 3D and 2D environments. Experienced with frame-by-frame, scripted and tweened animation and character animation. Experienced in video editing environments from capture to output and comfortable working with audio. Experienced with **Adobe After Effects, Final Cut Pro, Avid, Adobe Premiere Pro, Sony Vegas, Adobe Flash, Maya, Blender**.

WEB DEVELOPMENT & INTERACTIVE Experienced using **HTML, XML, CSS, ActionScript 2.0 and 3.0, Flex, Adobe Air and JavaScript** using **Adobe Flash, Adobe Dreamweaver, Adobe Flex Builder** and familiar with interaction design and user experience concepts and deliverables.

PROFESSIONAL Comfortable and familiar with **PCs and Macs** and using **Microsoft Office** (Word, Excel, PowerPoint, and Outlook/Entourage). Highly organized and capable of leading and supporting a team. Thoughtful and self-motivated with a positive attitude. Excel when working both independently and in group settings. An excellent creative and technical writer.

PERSONAL Skilled in digital **photography**; use a Canon 50D SLR. Also experienced with **16mm film cameras** and **digital video cameras**. Skilled in a wide variety of **traditional media**. Accomplished as a musician; cellist in a signed band.