



CRAIG P. SMITH

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Objective

A position in the fast-paced gaming industry utilizing my varied skills as a member of a creative team producing quality entertainment

Experience

Envision Litigation Graphics - San Francisco, California

March 2004 to Present

Information Graphics Illustrator

- Illustrate exhibits and documents for legal graphics to be presented in legal proceedings, including creating Flash animation and interactive presentations
- Constructed and maintain the company website using Flash, html, php and ActionScript 3
- Develop and animate company holiday ecards in Flash
- Create hand-drawn illustrations for inclusion in presentations
- Follow stringent guidelines for branding, copyrighting and other issues pertaining to legal specifications
- Edit and work with documents created by other contract illustrators matching styles and techniques

Ring Central - Foster City, California

September 2011

Project: RingShuffle - Flash Animator

- Adapted script I was given for web ad
- Create storyboards
- Matched artwork created based on character style sketches
- Animated all scenes for the web ad
- Worked with voice talent to achieve audio
- Post-production of web ad with various output requirements for multiple purposes
- Project duration: 2 weeks

ApocalypticDoodle - San Francisco, California

October 2010 to Present

Project: Unnamed Webisode - Animator

- Design concept art for a series of characters and backgrounds
- Illustrate storyboards for webisodes
- Build Flash assets for characters and backgrounds
- Construct and animate scenes and episodes in Flash
- Export Flash images into After Effects to edit and add FX to create polished episode for web publication

Sony Computer Entertainment of America - Foster City, California

July 2008 to October 2008

First Party Quality Assurance Tester

- Tested Playstation video games with the intent of finding or creating errors and bugs
- Logged the errors accurately and completely into proprietary database software, so the programmers could access, duplicate, and fix them

