

Joshua Rainbolt

Online Portfolio: www.joshuarainbolt.com

Recent game designs: www.joshuarainbolt.com/mocap

Recent UI designs: www.joshuarainbolt.com/mocap2

Contact

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Profile

Exceptional interactive designer with 7 years of experience in many cross discipline categories of design including a strong foundation in design, illustration, 2D animation, 3D animation, UI design, and Flash design. Strong knowledge base in many premiere design applications, user interface tools, 3D software applications (Maya and Unreal Tournament Platform), and a variety of web languages. Skills include an expert level of hand coding W3C compliant web pages in XHTML and table free CSS style and advanced knowledge of web 2.0 standards and techniques including JavaScript, jQuery, AJAX, and .NET front end tools. Strengths include handling multiple complex projects simultaneously, working well with others in team management, effectively interpreting the needs of a client in an emotionally compelling fashion, quickly and efficiently adapting to new situations and environments, and having a strong understanding of design, UI principles, and creative concepts. A few of my designs have even been featured in television commercials and magazines.

Education

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| 2010 | Masters of Fine Art: Video Game Production and Design
National University, San Diego CA - <i>completing July 2010</i>
Maya, Unreal Tournament Engine |
| 2004 | Bachelor of Fine Arts: Visual Communication
Northern Arizona University, Flagstaff, AZ,
Emphasis in Computer Imaging
Secondary Emphasis in Graphic Design |

Work Experience

Oct. 2009 – May 2010 **DefenseWeb Technologies - Military Contractor**

Web Designer/ UI Designer /Flash Developer

Responsibilities included the creation of high level sales proposals to external investors as the design expert, guiding other designers in crafting design consistency among branding and across multiple websites, proposing and documenting new ways to enhance the user experience, maintaining a high level of art, creating interactivity, communicating project statuses and task deliverables with all stakeholders, researching design, multimedia trends and presentation methods, and proposing technical or creative improvements to work processes or visual content, producing mockups and illustrations for products and applications, documenting standards for use throughout the group and department related to file naming, archiving, folder structure, quality and usability. Crafted exceptionally designed websites with a level of art, design, user interface, animation, and usability that was impressive and extraordinary.

- Software Used: Adobes Master collection, Axure, Snagit, Microsoft office,
- Languages Used: Actionscript 3, XHTML, CSS, XML, Javascript, ASPX, XML, jQuery

Aug. 2009 – Oct. 2009 **ICW Group**

Senior Interaction Designer - Contract

Responsibilities included designing, developing, and prototyping interactive web based projects through the entire project lifecycle. This included gathering requirements, holding and planning project meetings, creating mockups, presenting and gaining approvals from several remote stakeholders, as well as designing and developing the project. This also included creating detailed documentation which included a step-by-step training guide and a how-to support software application for vendors and regular update and maintenance instructions.

- Software Used: Adobe Masters Collection (Flash, Illustrator, Photoshop, Fireworks, Dreamweaver,Visio), Microsoft Office
- Languages Used: Actionscript 2 & 3, XHTML, CSS, XML, Javascript

March 2009 – July 2009 **Sony Online Entertainment – Skunkworks Team**

Prototype - Interactive Web Developer

Responsibilities included creating rapid prototypes of game-integrated technologies, interactive software development, and flash applications, all using a high level of art and design. This exclusive team created and pitched "the next big things" to the executive team of Sony. This includes transform sketches, wireframes, thoughts,

