

FRITZ · STRIKER

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www.fritzstriker.com

ILLUSTRATE · INTERACT · INNOVATE

OBJECTIVE

To obtain a position on a strong design team creating unique graphic solutions and innovative user interaction, in a fast-paced yet fun and friendly work environment.

QUALIFICATIONS

- Over Ten years of professional experience in both print and web design
- Superior visual style and understanding of design with an extreme attention to detail
- Experience in user interaction and user focused interface design
- Superb organizational, interpersonal, written and oral communication skills
- Ability to multitask while also being deadline driven
- Reliable and flexible to scheduling demands

EXPERIENCE

Page 44 Studios – video game developer specializing in games for the Wii and iPhone/iPad

UI Designer for Mattel's "Pictionary" for the Nintendo Wii

- Created user interface design using Adobe Illustrator and Flash
- Coordinated with Sr. UI artist and engineers on both design and compatibility
- Augmented the visual style of the existing UI for "Pictionary"
- Designed icons and graphics for use throughout the game
- Contributed to concept art for an upcoming Disney title

Hargant Entertainment – independent film production company, producing children's computer animated features

Director of Photography/Co-writer of "Freaky Flickers: Quest for the Golden Flicker"

- Collaborated with the Director on both story and screenplay for the film
- Created the majority of character designs as well as numerous set, environment and prop designs
- Illustrated storyboards for entire film setting up camera placement as well as scene action
- Executed animatics for timing and action using *Toon Boom Storyboard Pro*
- Oversaw development of film's style guide

Super-Ego Games/SR Interactive – independent video game developer, producing both casual and web-based games

UI Designer

- Created user interface design using Flash combined with ScaleForm to convert the vector art to polygons
- Coordinated with producers and programmers on both design and compatibility
- Developed the visual style for all mini-games and menus
- Executed spot illustrations matching multiple previous artists styles
- Contributed to the game design with production to help improve the gaming experience

EDUCATION

The Art Institute of Pittsburgh - Associates Degree, Visual Communications

Emphasis: Graphic Design, Illustration, Commercial Art & Advertising

Awards: Honors List; Permanent Gallery and Traveling Portfolio: Illustration

COMPUTER SKILLS

Proficient with Adobe Creative Suite (Photoshop & Illustrator, Flash, Fireworks, Dreamweaver, etc.), Windows Operating Systems, Mac OS X, Microsoft Office (Word, Excel, etc.)

REFERENCES

Available upon request