



Phillip Knoll

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My focus is *web-based interactive media (with OOP & Actionscript 3.0)* because it utilizes my full spectrum of skills, the breadth of which I treasure immensely. Since 2006, I've been employed as a Web Designer as a source of income and as a hobby. Now, I'm seeking work as part of a team that knows what it's doing and can provide me with an opportunity to strengthen my skill set.

Skills

- ▶ programming/scripting
- ▶ web design
- ▶ animation
(2D & 3D)
- ▶ video editing
- ▶ drawing
(ink, marker, pencil)
- ▶ game design
- ▶ photography
- ▶ storyboarding
- ▶ sound editing

Software (Linux, Mac, PC)

Languages

ActionScript Javascript
 CSS PHP
 HTML XML

3D

3D Gamestudio 3DS Max
 Blender Maya
 Wings 3D ZBrush

Animation/Video

After Effects ImageReady
 Anime Studio Premiere
Flash Sound Forge
 Final Cut Pro

Graphic/Layout

Dreamweaver Illustrator
 GIMP InDesign
Photoshop
 FontLab Quark

Experience

- teleNetwork ~ Web Marketing Specialist ~ 04/09 - present
- Backlot Imaging, Inc. ~ Web Designer (contracted) ~ 06/08 - 12/08
- Milwaukee Public Schools ~ Web Designer (contracted) ~ 02/06 - 05/09
- Wonderland Elementary ~ English-as-a-Second-Language Teacher ~ 08/06 - 08/07

Education

- IEEE Certification ~ Certified Software Development Associate (CSDA) ~ 2008
- Academy College ~ B.S. *cum laude* in **Digital Arts & Design** ~ 2003-2005
 Minneapolis, MN (emphasis on 3D animation)
- University of Wisconsin Milwaukee ~ Art & Film Major ~ 2001-2003

References

Gabe Kenyon

Vice President of Sales
teleNetwork
my current supervisor
 (512) 707-3127
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Molly Quirk

Design & Marketing Consultant
Milwaukee Public Schools
my former supervisor
 (414) 475-8231
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Steven Muckerheide

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