

SUZAN E. PONTE

462 East 820 South, Pleasant Grove, Utah 84062 Cell: 801.358.1477 me@suzanponte.com

Objective: **Senior Web/Graphic Designer**

PROFESSIONAL PROFILE

- Over 5 years experience as a designer working both independently and with a development team
- Versatile and comfortable with the whole process of website development, including —branding & marketing, client interaction & strategic planning, content creation, information architecture, project management, usability testing, QA, etc.
- Contributes innovation and creative zeal to projects beyond the requirements, but puts client needs first
- Photoshop 6, Illustrator 9, Flash 5, Actionscript, HTML/XHTML/CSS, Dreamweaver, Premiere

RELEVANT EXPERIENCE

Senior Web Designer/Team Leader: IDI (Internet Development, Inc), Orem, UT **2000 – Now**
A wide variety of websites and print marketing materials. Highlights include:

- Designed and conducted usability testing for several websites, including My.Tupperware.com and Yellowblock.com
- Developed user personas to help target design to the intended audience.
- Developed marketing concepts and produced ads and content for IDI and Yellowblock.com.
- Redesigned business cards as part of IDI's re-branding.
- Developed several Flash presentations for Tupperware for convention and website use.
- Currently lead designer on MyTupperware.com

Responsibilities include site layout and design, planning, client meetings, usability research, Flash development and programming, training and giving assignments to the other designers, coordinating efforts between the design, programming, and account management departments.

Computer Artist/Project Manager: Eggington Productions, Orem, UT **1999 - 2000**

Rampage Thru Time (Playstation) – Created original designs for game levels, performed 3D modeling, 2D painting, laid out game levels, ensuring that art met both aesthetic and technical requirements. Managed workflow for 6 artists to meet weekly milestones, reviewed and checked levels before sending to client.

Eggprops.com – organized new company project to create a model bank and sell 3D models to the Animation Master community. Performed Market research, developed master list of models, managed 40 outside artists—provided assignments, training, and critique via internet correspondence, in addition to my duties as 3D modeler for the project.

Freelance 3D Artist **1997 – 1999**
A wide variety of projects and clients. Highlights include:

Freelance Web Design with Stirling Group, Bedford, NH

“Beast Wars” Transmetals 2 commercial c/o Big Machine Productions, Nashua, NH

Creator/Co-Director/Animator, “BirdTale”, ‘movie trailer’ style short

- Created original concept, designed characters, and storyboarded 2 minute CG short.
- Worked with other animators and modelers over the internet, participated in animating 3-4 scenes, and was the major creative force behind the project.

Director/Lead Animator, 5 minute short “Tough Turkey” - 2nd place, SIBGRAPI' 98 Film Festival

- Wrote, produced, and directed original 5 minute CG cartoon short “Tough Turkey”. Responsible for layout of scenes, set design, animatic, editing, scene assignments and tracking, sound design, rendering, and 80% of 3D animation.

Junior Web Designer, Orlando Sentinel Online, Orlando, Florida

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RELEVANT EXPERIENCE (continued)

Computer Animation Instructor: Full Sail Real World Education, Orlando, Florida **1995 - 1996**

- Created original computer animation tutorials and models for student use.
- Instructed groups of 8-16 students for 4 hour lab periods in Alias and Animation Master.

2D Artist: Steinberg Crowell Productions, Orlando, Florida **1995**

Assisted in the computer post-production of traditional animation shorts, including scanning, digital painting and image manipulation (Photoshop) as well as creating some original full-color computer paintings for brochures, etc.

Multimedia Expert: Faculty Multimedia Center, Office of Instructional Resources **1994 - 1995**
University of Central Florida, Orlando, Florida

Planned, storyboarded, and created 2D and 3D animations, performed scanning and digital image editing, coded HTML documents, scripted and developed multimedia authoring projects, provided faculty training and in-house technical support.

EDUCATION AND TRAINING

Traditional Character Animation Apprenticeship with Glen Crowell

Alias, Level 2 Certified, 3D Modeling and Design

B.A., Interdisciplinary Social Sciences, cum laude,

Spring 1994

University of South Florida, Tampa, FL

- **Honors:** National Merit Scholar, University Honors, Golden Key National Honor Society, Mortarboard
 - **Art/Theater/Dance/Music courses:** Visual Concepts I, Drawing I, History of Animation, Cel Animation I & II, Cinematography I & IIA, Intermediate Computer Animation, Commentary Film, Directed Study in Computer Animation, Voice Body Improv, Intro to Art History, Workshop in Stage Makeup, Theater Craft/Set Design
 - **Computer Science courses:** FORTRAN, Pascal, Engineering Calculus, C Programming, UNIX Programming, Web Content Development
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