



William Huang

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Summary:

I am a multimedia designer in the Seattle area with several years of professional and personal experience in web design, graphic design, and animation. I specialize in creating exciting user experience by combining multitude of creative elements and scripting languages.

Skills:

Expert:

2D/3D Animation	●●●●●
Photoshop	●●●●●
DreamWeaver	●●●●●
HTML/CSS	●●●●●
Maya 3D	●●●●●

Flash	●●●●●
ActionScript 3.0	●●●●○
Illustration	●●●●○
After Effect	●●●●○
Mandarin (Fluent)	●●●●○

Working Knowledge:

3D Modeling/Rigging	●●●○○
JavaScript/ JQuery	●●○○○

PHP	●○○○○
Final Cut Pro	●○○○○

Professional Experience

Freelance Designer / Animator

(Nov '10 – present)

- Provided consultation and design services for small businesses in various industries. Clients include What Comics Entertainment, Alar Productions.
- What Comics Entertainment - Directed and animated 3D scenes for film 'Cerebus' based on initial storyboards.
- Alar Productions - Designed website, logos, promotional posters, and event tickets for talent show.
- Designed board layout and conceptual art for upcoming board game.

Development QA @ Electronic Arts, Redwood Shores, CA

(Jun '09 – Dec '09)

- Thoroughly tested *Dante's Inferno*, detecting 200 new issues and 500+ regressions.
- Designed user interface flow charts and documentation for in-game elements.

Web Specialist @ Burke Museum, Seattle, WA

(Sept '03 – May '05)

- Designed, built, and supported organizational, event, and exhibit websites.
- Designed promotional postcards and fliers.
- Compiled and enhanced event photography.

Education

MFA, Animation and Visual Effects: 3D Character Animation (May '09)

Academy of Art University, San Francisco, CA

BA, Interdisciplinary Visual Art

(May '05)

University of Washington, Seattle, WA