

Jeremy H. Bishop

128 S Center St, Redlands CA 92373

Digital Media Development

jermbish@gmail.com

mobile (909) 749-3847

skype "captain_jer"

linkedin "jbishopmedia"

Focus:

Special projects working as part of a production house team.

Skills:

- Excellent customer communication
- Adept at working in a team environment
- An eye for the big picture and interpreting customer goals
- Problem solving within the timeline and budget

Experience:

Producto Studios/Sense

Contract Web Developer, 3/15 – 7/18

Development and maintenance of several web-based couponing applications built on a LAMP platform for use by Verizon franchises nationwide.

Bluebird Software

Art & Animation Coordinator, 4/09 – 3/15

Oversight of design and animation resources for various ATI casino games "Godard's Rockin' Olives", "Godard's Rockin' Olives Monster Boogie", "Tarzan, Lord of the Jungle", "Mission Impossible 1"

RatBrands

E-Commerce Manager, 3/09 – Present

Management of online store using Shopify, BigCommerce, and Amazon Seller Central

- Websites: RatBrands.com

Various Clients

Contract Web Developer, 10/02 – Present

Development and maintenance of small to large business websites and custom online marketing campaigns. Clients include: Wescom Credit Union, CallSource, Cleopatra Records, Iniko Solutions, Boxcar Direct Marketing, EmJay Creative, ImagineThat Video, Eco Urban Gardens, So Cal Modern Real Estate Group.

Ugobe

LifeForm Designer 7/08 – 3/09

- Personality designer for Pleo autonomous consumer robot. Created a decision matrix for animation playback based on user input sequences to physical sensors.
- Created support and technical materials for Pleo intended for development team

reference.

Knowledge Adventure/Vivendi Universal Games

Interactive CD-ROM development for children's educational software

- Project Lead/Sr. Web Developer, 4/00 – 5/02
- Technical Director, 8/98 – 4/00
- Art Director, 3/97 – 8/98
- Animator, 4/94 – 3/97

Various Film Media, 1986-1994:

- Stop-motion Animator
- Cleanup and in-betweeners
- Effects Animator
- Model Builder
- Prop Master/Set Dresser
- Apprentice Editor

Landmark Entertainment

Modelmaker 6/89 - 9/89

Conceptual model building for "Fantastic Puroland" theme park near Tokyo. Worked in Japan with American and Japanese architects and ride engineers to visualize and troubleshoot interior design for themed spaces. The entire park was inside a building, making accurate models of the park critical in determining key sightlines for guest experience.

Applications/Languages:

- Flash CSx
- Photoshop CSx
- After Effects CSx
- Dreamweaver CSx
- Client-side: HTML, CSS, JavaScript
- Server-side: LAMP, Cold Fusion
- CMS: Omni-Update, WordPress, Joomla, Custom CMS Development
- E-Commerce: Amazon Webstore, Shopify, Bigcommerce, ProStores, Volusion, IA Modules, Storefront
- Productivity: MS Office/Open Office suites
- Installers: InstallShield
- Various 2D graphics processing applications
- Various utilities and file management tools

Education:

MFA, California Institute of the Arts, Animation; 1991

Cel, digital, puppet, clay and cut-out animation.

Concepts in color design, rhythm, layout, and story.

BFA, Occidental College, Film Production; 1986

Hands on film and video production and post production