

alex duckmanton

alexduckmanton.com

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SKILLS

design

- » Photoshop
- » Illustrator
- » InDesign
- » Maya
- » Final Cut Pro

web

- » HTML
- » CSS
- » Javascript (jQuery)
- » PHP
- » mySQL

misc

- » Processing (Java)
- » SLR Photography

EXPERIENCE

net ventures

LEAD DESIGNER

AUGUST 2011 - PRESENT

ROLES:

WEB-DESIGN, EDMS, PACKAGING, PRODUCT PHOTOGRAPHY

Net Ventures are a direct marketing agency who work from product development, all the way through to sales & marketing. My role involves designing a product's packaging, how it is presented and sold online, and the creation of a range of marketing materials.

visible results

HEAD OF CREATIVE

APRIL 2009 - MAY 2011

ROLES:

EDMS, WEB-DESIGN, PRINT-PRODUCTION, TRAFFIC MGMT

After leaving a casual web-design position at Visible Results to pursue my interest in animation, I was quickly called back to fill the position of Head of Creative - an offer that I jumped at. In my time there I worked on everything from eDMs to web-design to print-production to branding, while helping out with business development presentations and managing the time of another designer I supervised.

game time 4 kids

ANIMATOR/PROGRAMMER

JANUARY 2009 - APRIL 2009

ROLES:

3D MODELLING & ANIMATION, FLASH SCRIPTING

Game Time 4 Kids was a new start-up, with the goal of delivering quality 3D-animated content based on a new kind of syllabus that re-thought the best ways to teach children to read, write and count. Through discussions of ways to set the project apart from other, similar products, it was decided to move the product to utilize augmented reality through Flash, and deliver a more interactive experience. Though I began as an animator, my role changed to programmer quickly after the change in direction solidified. Unfortunately, the project developed funding issues and I felt it was time to move on.

visible results

CASUAL WEB-DESIGN

AUGUST 2008 - DECEMBER 2008

ROLES:

EDMS, WEB-DESIGN

While studying at uni, I worked 2-3 days a week at Visible Results as a casual web-designer. Most of this work involved eDMs and basic maintenance of existing microsites. I occasionally worked on images used in business development presentations, and along with positive reviews from Account Managers, this made me front-of-mind when Visible Results were looking for a new Head of Creative.

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van dieman mines

FREELANCE 3D MODELLING } **ROLES:**
JULY 2008 - AUGUST 2008 } 3D MODELLING & ANIMATION

Based on a number of sketches and technical diagrams, Van Dieman Mines required me to create a series of 3D renderings depicting the mining equipment and mining techniques used in their current operation. Following the success of the first round of renders, I was called back to assist with additional 3D stills and animations.

insignia corporate

SALES & DESIGN } **ROLES:**
JUNE 2007 - MAY 2008 } WEBSITE MOCKUPS, SALES, OPERATIONS

My time at Insignia Corporate was mixed between miscellaneous design - from website and product mockups to powerpoint presentations - and sales/operational duties. Insignia Corporate managed a number of loyalty programs, and it was my responsibility to manage and maintain prize databases, as well as action the redemption of prizes by members of the programs.

bachelor of design computing

UNIVERSITY OF SYDNEY } **AREAS OF STUDY:**
2006 - 2008 } DESIGN, PROGRAMMING, INTERACTION, 3D ANIMATION

The Bachelor of Design Computing is a mix of practical and theoretical design. More than simply learning software tools, we were encouraged to design, and solve the problems presented to us in new ways by integrating technology into the creative process. I finished the degree with a distinction average.