Michael Winchester

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Software
- Graphics software: Photoshop, Flash, Dreamweaver, Illustrator, After Effects, Captivate
- Programming software: FlashDevelop 4.0, Microsoft Visual C# 2010 Express
- 3D software: Autodesk 3ds Max and Maya

Programming
- Flash ActionScript 2.0/3.0 (timeline- and class-based coding)
- HTML/CSS, JavaScript, JSFL (JavaScript Flash) and basic jQuery

Work History

Website Graphics Designer Associate, Computer Sciences Corporation (CSC), Johnston IA
July 2009 - May 2013

Art department. Worked as a contractor for the Army National Guard (ARNG). Responsible for creating online content used in Interactive Multimedia Instruction (IMI). This included designing 2D and 3D illustrative graphics and animations, and developing interactive pieces using Flash ActionScript. Notable achievements include the following:

- Gained extensive experience designing technically complex animations and page sequences used for training soldiers in the military
- Often worked closely with our Instructional System Designers (ISDs), pulling together disparate pieces of Government Furnished Information (GFI) and online research, in order to create graphics with a high degree of accuracy and visual consistency
- Worked as a Flash ActionScript 3.0 Developer on the Lakota free-flight helicopter simulator
- Created custom Flash panels and commands to assist and help speed up everyday Art Department production
- Researched, developed, and documented workflow procedures and custom Flash commands to enable our department to complete various complex projects in a timely manner
- Developed simple Windows utilities in Visual Studio C#, used for production tracking

Sr. Graphic Designer, Universal Systems and Technology Inc. (UNITECH), Johnston IA
January 2000 - May 2009 (UNITECH was purchased by Lockheed Martin in early 2009)

Art department. Responsible for creating content used in Web- and CD-based military interactive training courseware. This included 2D and 3D graphics, animations, and interactive pieces.

Animation Artist, Engineering Animation Inc. (EAI), Ames IA
June 1998 - November 1999

Interactive/Entertainment Division. Responsible for creating graphical content used in interactive PC games. Skills ranged from 3D modeling, texturing and animation, and compositing and post-production work. Projects worked on included Disney Interactive's *Active Play: A Bugs Life* and *Toy Story 2 Activity Center*, and Hasbro's *Clue*.

Graphics Designer, Clear With Computers (CWC), Mankato MN
July 1993 - May 1998

Images Department. Responsible for creating/designing graphics and animations for Sales Force Automation software on the Windows PC platform.

Education

Mankato State University, Mankato MN

Graduated 1993 with a Bachelor of Fine Arts (BFA), emphases in drawing and painting.