



SKILLS

Passionate and disciplined in concept, design, and development of interactive media, motion graphics, as well as traditional print design. Excellent communication and a strong desire to collaborate with others. Always willing and excited to learn and expand my knowledge and skills on and off the job.

Photoshop
Illustrator
InDesign

Final Cut Pro
After Effects
Logic Pro

Flash
Actionscript
Cinema 4D

HTML / CSS
Javascript
PHP / MYSQL

WORK EXPERIENCE

June 2010 – Current

Goodby, Silverstein & Partners | Interactive Developer

Responsible for development of a variety of digital advertising collateral.

March 2009 – May 2010

1/29 Creative | Interactive Designer, Front End Developer & Motion Graphics Artist

Responsible for concept, design, and development of motion graphics and interactive media as well as advising in project management and technology.

May 2009 – December 2009

kidBombay | Junior Designer

Responsible for design of interface elements for a range of interactive media.

ACHIEVEMENTS

Summer 2008

Cool Globes | Complex Machines

Selected to be displayed at the Cool Globes event put on by the National Parks Department. A collection of imagery representing an enlightened approach to Global Climate change awareness.

Spring 2009

Academy of Art Spring Show | Web Portfolio | CurtisSteckel.com

Winner of second place prize for design and development of my web portfolio.

Spring 2009

Academy of Art Spring Show | Imaging | Complex Machines

Chosen to be featured in both the School of Web Design & New Media's and the Academy of Art University School wide Spring Show.

EDUCATION

2006 – 2010

Academy of Art University | School of Web Design & New Media | BFA

Studies in visual communication with graphic arts, interactive media, and motion graphics with concept, production, and development.