

Brooks Boyd

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Career Goals

My passion lies in the artistic world, and the marriage of computers with it. I look forward to a career of utilizing my technical computer skills and my creative insight in the same arena. I have always dreamed of working in the feature film industry in the areas of computer animation, or game design and development, as I have a passion for designing procedural functions and designing artificial intelligence in addition to design and aesthetics, and seeing them entertain and inspire the next generation.

Schooling

DATES ATTENDED	SCHOOL	DEGREE	LOCATION
9/2000 – 12/2003	University of Wisconsin – Stout	Bachelor of Fine Arts	Menomonie, WI
8/1996 – 6/2000	Kettle Moraine High School	High School Degree	Wales, WI

GPA: 3.895 (BFA), 4.38 (High School); ACT: 30

Honors

University Honors Program (UW-Stout; 2000-2002), Chancellor's Award recipient (UW-Stout), International Thespian Society member (Troupe 3869, four stars), National Honors Society Member (Kettle Moraine High School, 1999-2000), National Merit Qualifier (2000), Honors Diploma (Kettle Moraine High School, 2000)

Work Experience

Forte Research Systems, Inc (formerly PercipEnz Technologies, Inc) (1/2009 – current): Web Developer, Video production, and Mobile application development. Worked on the marketing team maintaining several internal and external production websites, participated in mobile application (iOS/objective C) development, and created corporate video for training and conference needs.

Epic Systems Corporation (7/2004 – 12/2008): Customer Support employee for the PC Systems team, with a primary role of troubleshooting healthcare software client-side software and hardware issues; learned to troubleshoot Microsoft Windows, Citrix Presentation Server, Epic software, and their interaction. Additionally worked with the Marketing division creating PowerPoint presentations for the CEO's speeches and doing 3D modeling, rigging, texturing, and lighting work for marketing videos. I am in the midst of a transition to the marketing team and starting in June 2007 my role will become primarily the design, creation and management of the above marketing videos and other 3D tasks.

MidnightDesign (5/1999 – current): Started my own entrepreneurial web design company named MidnightDesign in 1996. Have created more than a dozen websites for small businesses, families, and organizations. Learned to market myself and to pull through when there's no one else to pick up the ball. Sites created by MidnightDesign can be found at <http://www.MidnightDesignHQ.com>.

Stoutonia Student Newspaper (8/2001 – 12/2003): Started as Assistant Online Editor; promoted after one semester to Online Editor. Supervised a staff of four. Learned to manage and coordinate a team. Translated the print newspaper to an online paper weekly. Utilized Macromedia Dreamweaver, HTML, CSS, and JavaScript programming, in addition to Adobe Photoshop and Illustrator for graphic design.

Skills

EXPERT: Adobe Dreamweaver, Adobe Illustrator, Adobe Photoshop, Autodesk 3D Studio Max, BASIC programming, CGI/Perl programming, HTML programming, Macintosh (v10 and v9) operating system, Microsoft Office, Microsoft Windows operating system, PHP programming, POV-Ray, Keyboarding (80 words/minute)

INTERMEDIATE: Adobe Director, Adobe Flash, Apple Final Cut Express, Apple iMovie, Carerra, Linux/Unix operating system, Wings3D

BEGINNER: Adobe Acrobat, Adobe ColdFusion, Autodesk Maya, Autodesk MaxScript, Blender, FormZ, Poser