

JOEL FULLER
GRAPHICS MANAGER

Professional Experience

Design, Community and Environment, Berkeley, California. Graphics Manager. 2006 through present. Responsible for oversight and production of all firm products and marketing materials, as well as graphic design projects for DC&E clients.

Urban Advantage, Inc. Berkeley, California. Graphic and Web Designer. 2000 through 2006. Constructed urban visualization scenario artwork for Powerpoint presentation to various clients. Prepared artwork for poster framing and color correction and pre-press work for large prints. Co-designed and constructed a Flash investment marketing tool for a Community Asset Map of Soulsville, USA for the Fannie Mae Foundation. Constructed a Flash promotional tour for Congress for the New Urbanism explaining principles of New Urbanism. Constructed extensive 2D visual simulation composites. Designed and constructed website.

The MA, Richmond, California, Freelance Graphic and Web Designer. 1992 through 2006. Produced projects from design to completion for small, medium and non-profit businesses. Responsible for design, branding and production of promotional and presentation graphics for print, CD-ROM, multimedia, as well as dynamic and static web sites including project management, photography, illustration, rich media and web deployment.

Atom Entertainment, Inc. San Francisco, California. Graphic and Web Designer. 2006. Designed and built web template and sub-pages for addictingclips.com.

Listen for Life Foundation, Berkeley, California. Graphic and Web Designer. 2005. Implemented a Content Managing System (CMS) web site. Created Flash video player.

Reality Digital, San Francisco, California. Graphic and Web Designer. 2005. Designed branding, logo and web splash page for clipshack.com launch.

MondoMedia, San Francisco, California. Graphic Designer and 3D Animator. 1997. 3D modeling and animation for Activision's Dark Reign and Disney's Aladdin video games.

Grafica Multimedia, Redwood City, California. Graphic Designer. 1992 through 1993. Graphic art and 2D animation CD-ROM production for Apple Computer, RasterOps and various clients.

Spectrum Holobyte and Mindscape, Inc. Alameda, California. Graphic Designer. 1990 through 1993. Designed graphical user interface artwork for Falcon, SuperTetris, WordTris and How Multimedia Computers Work computer games. Trained staff on graphic art techniques and methodologies. Provided technical art direction for Doonesbury Screen Saver, Peter Rabbit and LEGO Island video games.

Mindscape, Inc., Novato, California. Graphic Artist, Graphic Technician, 3D Animator. 1993 through 1996. Designed graphical user interface artwork for various computer games. Instructed classes on improving graphic art techniques. Technical art direction provided on enhancing.

Education

Completed course work towards **Bachelor of Arts, Urban Studies**, *San Francisco State University*.

Associate of Arts, General Studies, *Peralta Community College, Berkeley, California*.