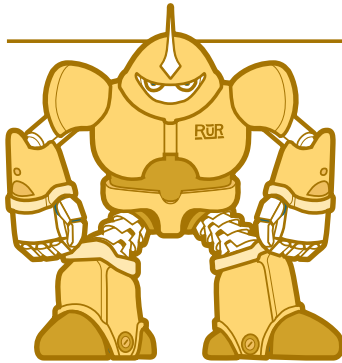TELEPHONE: 503-239-1916
EMAIL: tobor@easystreet.com
WEBSITE: www.artforrobots.com

# ROB NANCE

**TECHNICAL ILLUSTRATOR | ILLUSTRATOR | 3D MODELER | CHARACTER DESIGNER | DESIGNER**

## PROFESSIONAL PROFILE

- On demand character design to spec from preliminary sketches to finished fully articulated 3D model
- 6 Years of publishing / technical illustration / illustration /design / 3D Modeling experience
- Creation of vector and pixel based technical illustrations for use in textbooks / technical publications
- Extensive knowledge of print and advanced Pre-Press issues.

- Excellent understanding of typography for print and the web.
- Creation of traditional editorial illustrations in a wide variety of styles including cartoon, abstract, figurative, 3D, etc using a variety of traditional and digital media for print and web
- Extensive experience automating repetitve tasks.
- 22 years of video game playing experience
- Excellent creative resource, able to work with limited direction

## WORK EXPERIENCE

**Cartoonist**
*November 2003 to Present*

Wrote and am in the process of illustrating the first comic in the Misanthropic Tales of Woe and Despair - For Children line of comics. Developed and am in the process of syndicating a cartoon strip, Bucky. Published a full page Bucky strip in the May 5th Seattle Stranger, "Bucky Dies 5 Horrible, Painful, Ugly Deaths".

**Freelance Technical Illustrator, ByDesign Legal Graphics**
*January 2005 to present*

Prepared technical illustrations for use as courtroom exhibits in accordance with the strategic requirements of the contracting attorneys.

**Pro Bono Illustrator - Birth of a Vegetarian Flash E-card, PETA**
*July 2004*

Illustrated and designed an animated flash e-card for PETA's efforts to increase Vegetarianism. Converted hand drawn animations into vector illustrations in Freehand, and optimized them in Flash.

**Freelance Designer - Promotional Brochure, Pixel by Pixel**
*November 2003*

Designed a gatefold promotional brochure for Pixel x Pixel in accordance with their corporate branding, using images supplied by the client.

**Character Designer - ArtSource Studios (for Microsoft Press)**
*April 2003 – October 2003*

Designed, developed, and refined a comprehensive cast of characters for use in a grades 3 to 12 academic computer literacy textbook series Global Skills Curriculum. Designed Robots, Mechs, Mobile Suites, Vehicles (land, sea, air and space) and Characters (Fantasy, Sci-Fi, & Super Heroes). Gained experience developing characters/vehicles from sketches to professionally textured, fully articulated 3D models using 3DS Max 5 and 6.

**Senior Electronic Artist, Microsoft Press**
*March 1999 - April 2003*

*Illustration (2D and 3D)*
Created high quality design standardized technical illustrations for over 50 Microsoft Press titles. Worked with the project editors, technical editors, and copy editors to resolve all technical ambiguities. Used 3D Studio Max, Photoshop, Freehand, Illustrator, and a traditional media to create figurative illustrations that visually expressed the abstract content of the book.

*Design*
Designed large format posters (11"x17" to 5'x9') for company wide meetings and initiatives. Worked closely with the Marketing Department to redesign and templatize all MSPress companion CD labels to enhance branding consistency and to streamline the production process. Designed 256 color multiple resolution icons and. designed the User Interface for multiple custom Visual Basic applications that I wrote.

*Pre-Press*
Dealt extensively prepress issues for 1 color, 2 color, and 4 color books including trapping, overprinting, font issues (i.e. creating custom fonts or graphics of single glyphs for Unicode font characters from Open Type fonts, postscript font errors, etc), imposition for special addendums to the books (i.e. tip-ins, gatefolds, tear outs, quick reference cards, posters, etc), generating and troubleshooting postscript from Acrobat, Pagemaker, FrameMaker, Freehand, and Illustrator, and troubleshooting any and all graphics problems (including manual review of post script code).

*Automation / Programming*
Worked extensively on the automation of common repetitive tasks. Created custom scripts using Freehand 8 scripting (Java based), PageMaker scripting (proprietary) and Microsoft Visual Test (pseudo VB code) for the procedural batch processing of files in an error trapped manner, and to streamline the workflow between multiple applications. Created custom applications using Visual Basic 6. and VB .NET usig OLE automation. Developed Art Monkey to automatically generate finished Illustrator illustrations, grayscale EPSs for print, and 4 color JPGs for e-book use based on positional and relational data captured from the author supplied Visio original drawings. Created a floating palette application ,AI Buddy, that programmatically provided the production speeding functionality that was missing from Illustrator (such as true alignment to center, align to point, etc). Developed "G.O.R.T.", an application independent macro recorder/player that recorded Key strokes and Mouse Events, and played them back to any open window.

**Designer / Illustrator, The Pants : Eponymous EP (CD)**
*November 2001 – January 2002*

Designed and illustrated the logo, the CD booklet, the jewel case back, and the CD label for the band The Pants' CD, "The Pants: Eponymous EP".

**Designer / Illustrator, "Seeman, Deine Heimat Ist Das Meer" promotional materials**
*October 1998 – March 1999*

Designed and illustrated the promotional materials for the independent film "Seeman, Deine Heimat Ist Das Meer". These included the RSVP invitation to the private screening, 3 separate Poster designs, a bumper sticker, and the movie box packaging.

**Electronic Artist – ArtSource Inc. (for Microsoft Press)**
*October 1998 – March 1999*

This was the contracting portion of my employment for Microsoft Press before I was hired on full time, the job duties were essentially the same.

## COMPUTER SKILLS

- 3DS Max 6
- Character Studio 4
- Adobe Photoshop CS
- Macromedia Freehand MX
- Flash MX
- Adobe Illustrator CS
- Adobe Acrobat 6
- Adobe InDesign CS
- Adobe PageMaker 7
- Adobe FrameMaker 7
- Adobe After Effects 6
- Adobe Premiere 6
- SoundForge 5
- IconForge
- Office 2003
- Visio 2002
- Windows 2003 Server/XP/2000/98
- Mac OSX

## TECHNICAL SKILLS

- 3D Modeling
- 3D Texturing
- 3D Animation (including setting up skeletal systems, IK properties, and motion paths)
- Visual Basic .NET
- VB OLE Automation for \Photoshop, Illustrator and Microsoft Visio
- Windows API programming (VB6)
- HTML
- JavaScript
- VBScript
- Action Scripting (Flash)

## SPECIAL SKILLS

- Pencil Drawing (mechanical and colored)
- Painting (Acrylic, Oil, Watercolor, Gauche, Digital)
- Pen and Ink
- Cartooning
- Photography (traditional and digital)
- Sculpting and toy design

## TECHNOLOGY PROFILE

**Photoshop CS (Expert, 8+ years)** – Have 8+ solid years of experience using Photoshop for a variety of purposes from creating custom textures for 3D models from scratch, to digital composition of elements created in 3D Studio, Freehand, and from Digital photographs, to batch conversion of files from one format to another, etc.

**Freehand 8.01b (Expert, 6+ years)** – Have 6+ years of experience using Freehand for the creation of Vector illustrations for an average of 6 hours. This being the best flavor of Freehand (most stable, least memory hogging) I have used it most, but my expertise also extends to versions 9, 10 and MX.

**Illustrator CS (Expert, 8 years)** – Have 1 year of experience using Illustrator for 6 to 10 hours a day for the creation of vector illustrations. Have been developing tools using the Illustrator 9, 10 and CS type libraries for the past 3 years, and have been using this program regularly for the past 8+ years.

**3DS Max 6 (Expert, 6+ years)** – Have been using 3D Studio since release 2, and have had extensive experience modeling and texturing within 3D Studio (including using particle systems, space warps, dummy boxes, NURBs, UVW unwrapping for texturing with one resource file, low poly modeling, and setting up skeletal systems, defining IK parameters, adjusting animations via the dope sheet and track view, working between AI, Photoshop and 3D studio for the creation of textures and complex components, quickly learning and utilizing 3D party plugins (like Digimation QuickDirt, Shag, etc), limited experience using MAX script, and limitited experience using Character Studio 4)

**Flash MX (Intermediate, 4+ years)** – Have 4+ years of experience creating multiple scene flash animations and programming intermediate level flash action scripts. Have experience converting multiple file formats to flash, and also have experience creating illustrations natively within Flash.

**Visual Basic .NET (Intermediate, 5+ years)** – Have been developing custom time saving application using Visual Basic 6 and .Net for the past 4 years. Am also adept at programming for OLE the Illustrator 10 and CS type libraries, Microsoft Visio 2002 type library, the PhotoShop 7 type library, and the Extensis Portfolio 5 type library for hosting external application functionality.

## EDUCATION

BA of Art, June 1998
Western Washington University

Illustration Concentration
Minors in English and Art History

## AWARDS

- February 2003 – GADRP coveted "Golden Wrench" award for excellence in production tool development, given by the head of my department at Microsoft Press

- June 2001 – Seattle Technical Publications (STC) Certificate of Excellence for the technical Artwork in "Easy Web Graphics"

- June 2000 – STC Certificate of Excellence for technical Artwork for "Debugging Applications"

- June 2000 – STC Certificate of Merit for technical Artwork for "Microsoft Encyclopedia of Networking"

- April 2000 – Microsoft Press STAR award for work done on the "Microsoft Encyclopedia of Networking"