Greg Cutler

151 Duncan Street, San Francisco, CA 94110
(310)597-9848 cutlier2003@yahoo.com

Timeline Resume

Education
Awards
Experience
Personal Project

TCS @ Apple
Cupertino, CA
UI Designer for a vendor management tool for Apple

Ps

JULY 10-27
2012

Every Voice Engaged Foundation
Scotts Valley, CA
Volunteer - Brand indentity Creation, Web Design, Illustration, UI Design

Ps
html
CSS

APRIL-JUNE
2012

California State University, Long Beach
Web Development Center
Long Beach, CA
Web Designer / Interface Specialist

Ps
Ai
Dw
Br
Fl
html
CSS

JANUARY
2012

MARCH-MAY
2012

ArtsEarth.com
Palo Alto, CA
Volunteer - UI Design and WordPress Development

Ai
html
CSS

OCT-DEC
2011

PetExpertise.com
Corte Madera, CA
Freelance User Interface Consultant

California State University, Long Beach
Web Development Center
Long Beach, CA
Web Designer / Interface Specialist

FEBRUARY
2004

Digital Think
San Francisco, CA
Freelance Illustrator – Artwork for an online Microsoft tutorial

OCTOBER
2002

APRIL-MAY
2010

Clare and Edo's Wedding
Requirements gathering, user task flows, screen designs, User Interface, HTML prototype, site development, and launch.

AUGUST
2010

DECEMBER
2009

Too Big To Fail
Director, Writer, Concept Artist, Story Boarding, Modeling, Rigging, Animation, Texturing, Lighting, Rendering, Compositing for 3.5 minute 3D animated short film

FEBRUARY
2007

FEBRUARY
2005

Santa Monica College
Academy of Entertainment Technology
Santa Monica, CA
Maya Classes

Peter Waller
Conceptual illustrator/animator – Pre-vis/animatic for a motion picture pitch

FEBRUARY 2001 – FEBRUARY 1998

Student Illustration Contest
Winner
New York Society of Illustrators

MAY 1997

Six Foot Two Productions
San Rafael, CA
Animator – Storyboard illustration, Traditional cleanup on Rockett's Tricky Decision CD-ROM

OCT-DEC 1996

Spring Show
Academy of Art University

MAY 1996

First Place - Applied Perspective
Spring Show
Academy of Art University

MAY 1994

SEPTEMBER 2002 – MARCH 1999

Red Hill Studios
San Rafael, CA
Staff artist – Interface design, animation, backgrounds, and production for CD ROMS and websites

FEBRUARY 1999 – MARCH 1998

Human Code, Presage Studios
San Rafael, CA
Term employee (Artist) – Artwork for educational CD-ROMs targeted for K–2

JULY-AUG 1997

Broderbund Software
Corte Madera, CA
Animator – Traditional animation and cleanup for Rugrats' Adventure Game, CD-ROM

DECEMBER 1996 – FEBRUARY 1994

B.F.A. Illustration
Academy of Art University
San Francisco, CA

Academy of Art University
San Francisco, CA
Illustration

DECEMBER 1993 – FEBRUARY 1992

Pacific Lutheran University
Tacoma, WA
Liberal Arts