MATTHEW KIMMINS

designer | illustrator | animator



contact



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TrialTemplate.com NarrativeGraphics.com

A working graphic designer since 1999 whose career has been producing for a rich variety of clients including Apple, Facebook, Oracle, Schawk, Pacific Digital Image and number of the top advertising and graphics agencies around the San Francisco Bay Area. I specialize in technical illustration take pride in paying attention to details and making certain that my work is pragmatic to serve the end result.



www.linkedin.com/in/matthewkimmins/



www.facebook.com/TrialTemplateLLC/

capabilities

- Adobe Creative Suite expertise
- After Effects and Premier
- 3D Studio Max/ Cinema 4D/ Maya
- PowerPoint and Keynote expertise
- Traditional and Digital Illustration expertise
- WordPress and HTML5 proficiency
- Windows and Macintosh OS proficiency
- Art Direction and Team Management experience
- Online and Print graphics expertise

education | training

1995 - 1998	ATLANTA COLLEGE OF ART BFA Candidate focusing on technical, anatomica illustration, 3d modeling and graphic design.
2009	COLLEGE OF MARIN Continued course progression towards BFA.
2011	ADOBE CSS TRAINING Continued software special training at Adobe Office at 601 Townsend St. San Francisco.

experience

2011

NARRATIVE GRAPHICS

Present

NarrativeGraphics.com, Sausalito

Owner and Chief Creative Officer

Boutique graphic design firm specializing in marketing graphics, litigation graphics, animations, and high end PowerPoint presentations for a variety of top tier law firms in the San Francisco Bay Area. Services include:

- Creating custom advertising campaigns for print and online media
- Creating, designing and implementing robust marketing campaigns for local Bay Area events including Bike to Work Day, Tour De Marin, and the Spanish/Mexican Heritage Festival
- Custom illustrations and animations, including 3D animations
- Custom PowerPoint presentations for trials and mediation which include detailed animations, illustrations, and graphic work

2014

DOLAN LAW FIRM

dolanlawfirm.com, San Francisco

Creative Directo

Lead creative, overseeing 2 additional junior staff members, for one of San Francisco Bay Area's largest and established law firms.

- Lead designer and creative on all graphic art work and design for quarterly advertising and marketing campaigns
- Increased overall firm client intake by 37% as a result of targeting advertising campaigns including both print and online
- Lead illustrator and 3D animator for all custom trial graphics and presentation work
- Additional branding work includes: marketing videos, social media graphics, animations and litigation graphics.

experience continued

2010

PACIFIC DIGITAL IMAGE

pacdigital.com/, San Francisco

Retoucher and Illustrator

Working primarily on Gap, Banana Republic, PG&E, and Salesforce advertising campaigns.

- Followed Art Director's instruction on campaigns by following brand style guides and detailed instructions per campaign.
- Create illustrations for different campaigns.
- Detailed retouching for fashion photography for Gap and Banana Republic brands.
- PowerPoint presentations, videos and collteral prints and display items for different clients .

2007

SCHAWK

schawk.com, San Francisco

Retoucher, 3D Modeler and Illustrator

Worked primarily on Apple account developing images and working off of photography for the launch of the iPhone, iPad and iPods.

- Illustrated and created iPhone and iPod touch icons, hardware illustration, interface illustration and iTunes app icon "chicklet" illustrations.
- Designed and created 3d models through Maya and Cinema4d for Apple and Seagate.
- Color correction and retouching work on original Apple photography.
- Re-Illustrated album and icon assets from screen shots into 1152 dpi print file.
- Created storyboards for various 3d animations.

2006

FREELANCE WORK

San Francisco Bay Area Illustration, Graphic Design, Video Graphics, Animation, Presentation and Web Design

- Apple Facebook XYZ Graphics
- Cisco McKesson HBOC Ode Magazine
- Oracle Synquest Cakewalk Creative
- Ogilvy and Mather Liquid Development
- Created WWDC and iPhone Launch Keynote presentations for Apple.
- Created E3 launch presentations for Facebook and worked on icons for Facebook interface.
- Designed and created illustrations for the cover of Ode Magazine.
- Created concept illustrations for World of Warcraft and other games.

2005

HEARST MUSEUM OF ANTHROPOLOGY

hearstmuseum.berkeley.edu, Berkeley

Creative Director

Worked closely with Curators designing layout of exhibit in all stages. Principle in designing both interior and exterior graphics. Worked with outreach and marketing to create graphic design identity to suit each exhibit and the museum as a whole. Maintained scheduling and budgeting for exhibits department.

- Designed exhibits and exhibition graphic theme.
- Developed graphic identity for all print materials.
- Created to scale 3d Model of exhibition space for virtual designing and layout.
- Maintained budget and all project time lines.
- Refurbished and redesigned 85% of exhibition space within the first year.

references

Available upon request. Please specify what type of work you would like my references to support.



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