

Lucas M. Haley
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Skills

- 3D Design (Maya, Lightwave, StudioMax, Animation:Master)
- Programming (UNIX, C++, HTML, PERL, Java, Javascript)
- Graphic Design (Photoshop, Illustrator, Painter)
- Multimedia and Video Design (Director, AfterEffects, Quicktime VR, Flash)
- Desktop Publishing (Quark XPress, Pagemaker)
- Painting, illustration, photography and darkroom skills
- Modelmaking and set design
- Sound recording and manipulation
- Acting and musical performance (guitar, piano, percussion)

Education

- Vancouver Film School - Honors in Classical Animation 1/02 - 1/03
- Reed College - B.A., major in Art History 9/92 - 2/96

Experience

- Freelance Animation and Programming
1/2003 - Present
Illustration, design and animation.
- Animator with Mongadillo Studios (www.mongadillo.com)
3/2001 - 8/2001
Illustration, design, inking and painting, animation and output for web- and video-based cartoons. Series include Shawks (www.shawks.com), The Bottle, and Holiday Force, distributed by Shockwave, AtomFilms, JoeCartoon, CampChaos, and Hypnotic. Contract work includes CD-ROM based animation for The Learning Company and Warner Brothers.
- Multimedia Artist with ImageBuilder Software (www.imagebuilder.com)
3/1999 - 3/2001
Illustration, animation, 3d design and video work for children's games (PC, Mac, PSX). Involved Maya, Photoshop, Illustrator, Animation:Master, AfterEffects, etc.
Projects:
 - BrainQuest, grades 1 through 6
Client: IBM/Workman. Published 1999. Mac and PC.
Contributed to game design. Creation, tracking 2d art and animation.
 - Digital Movie Creator
Client: Intel. Published 2001. PC.
Contributed to application and UI design. Creation, tracking 2d and 3d art and animation.
 - Tonka SpaceStation
Client: Hasbro. Published 2000. PSX.
Video creation, editing and compression.
- Internet Developer with Ledge Multimedia (now Dataware Technologies)
5/97 - 7/98
Responsibilities included creation and maintenance of corporate Websites, Intranets and Extranets. Projects involve coding (HTML, C++, Java, Javascript, PERL and proprietary technologies), graphical creation and modification, database design, server installation, setup and maintenance.
- Graphic Designer with Eagle River Interactive (now Agency.com)
2/97 - 5/97
Design of graphics for a series of CD- and LAN-based multimedia training guides. Involved Photoshop, Illustrator, Infini-D, DeBabelizer, custom filter programming and direct involvement with user interface design and educational techniques.
- Graphic Assistant with Creative Multimedia
11/96 - 2/97
Creation, correction and tracking of graphics for award-winning CD-ROM products and their related Websites and hybrid servers. CD-ROM projects include the Billboard Music, MusicMatch (now CDNow) and the Blockbuster Movie Guide.