

I am a visual designer and artist, working 25 + years with digital and physical products across print, consumer electronics, video games, applications and new media devices. I bridge the gap between the creative process and real life engineering implementation with quality on time and on budget.

SKILLS

- InDesign, Photoshop, Flash, Illustrator
- HTML, XML, CSS
- Blender 3D | Knowledge of 3D imagery design, development and integration.
- Knowledge and understanding of front-end code languages.

PLATFORMS

- PC, UNIX and Mac/iOS
- Handheld Tablets
- Mobile phone
- Touch Screen Kiosk
- Video Game Console

DIGITAL MEDIA

- Consumer Applications
- Web based
- Kiosks
- Mobile Apps | Games

PRINT MEDIA

- Page Layout | Typography
- Product packaging
- Visual Identity, branding
- Advertising | promotional material

CURRENT ACHIEVEMENTS

- Packaging design/branding featured on WiseInside.com for the product 'WiseTalk for Families'.
- Art and visual design for iPad App: 'Lost Souls', available at the iTune's App Store for iPhone and iPad .
- Design layout for Channel Photographic Publishing: Product sales sheet system: Branded sales sheets, eBlast and website catalog sheets.

CAREER HIGHLIGHTS

- I was an original artist/ animator at the Atari 2600 division, where I created game imagery for *Mario Brothers* and *Centipede*.
- I created the original MacWorld Wild Card/ HyperCard demo presentations for Apple.
- I am one of the founding members of Accolade, and the sole artist for the first round of products, including 'HardBall' on the Commodore 64.
- Joining Sega in 1992 to help build the Sega Multi-media Studio . As Art director, I was responsible for the art team, visual art and animation development - Jurassic Park CD and other studio original game titles.
- I was an Art manager at Lucas Learning, finding and hiring new talent from the finest art/design institutions to become part of George Lucas team.

EMPLOYMENT HISTORY**Sole proprietor, Creative services.****Doggster Studio**, Fairfax, CA | 2006 - Present

Visual design and traditional artwork Clients: Cisco, IDEO, Global PSD, Channel Photographics Publishing, MindBotz inc., Ubiquitous Muffin , Rocket Communications, Inc.

Games/Apps:

Perseus Books Group | "**Lost Souls**", Game of strategy and luck, played to win against the Mayan God Kukulcan. iPhone & iPad
Ubiquitous Muffin |

"**Boffo Fun Time Game Pax 1**", Four mini games/ activities: "*Beez & Bubbles*", "*Snow Globe*", "*Wack'Pol*" and "*Remember This*".

"**Boffo Fun Time Game Pax 2**", Four mini games/ activities: "*Boingg*", "*Clown Bop*", "*Wormz*" and "*Zooblz*".

"**Water Globe**"

Director of Design, Senior Visual Designer**Rocket Communications Inc.**, San Francisco, CA | 1999 -2006

Custom application, New media design and production. In addition to being a mentor to the Rocket design team, I also participated in client management, creative services solutions and project management.

HP, Autodesk, AOL, Cisco Systems, Sun, Apple Computers, Accuray, IMPAC Medical Systems

Art Group Manager**Lucas Learning Ltd.** San Rafael, CA. | 1998 -1999

I maintained the production art staff and procurement of new talent for children's educational "Star Wars" game titles.

Art Director and Art group manager

Gametek, inc., San Francisco, CA | 1995 -1998

Production and R&D staff of 2D artists and 3D animators. Develop entertainment products targeted for the initial launch of the Nintendo 64 game platform.

Multimedia Studio, Art Director and Game Artist

Sega of America, Belmont, CA | 1992 - 1995

Production and development of entertainment for products and hardware platforms. Creative management of production and R&D staff of 2D/3D artists and animators. Support for both in-house producers and Sega's developer technical support group.
Sega Genesis CD: "*Jurassic Park*", "*Wild Woody*" and "*Astrocade*"-Saturn CD, D.T.S. code CD

Contract Lead artist and Project art group management

Mediagenic / Activision, Menlo Park, CA | 1990 -1991.

"Leather Goddesses of Phobos II", "*Sargon V*" and "*UAC*" *Ultimate Air Combat*

Artist and Animator

The Learning Company, Fremont CA

"Math Rabbit", port graphics and coloration from MS-DOS format to Macintosh platform.

Artist and Animator

Maxis Moraga, CA,

"SimCity", Alternate Architecture Set 1 - Ancient Asia, MS-DOS.

Artist and Animator

McDonald Inc., Chicago Ill. |

Presentation Demo Directed, designed and animated a trade show presentation demo.

User Interaction and Visual Artist/Animator

APPLE Computer Inc. Cupertino, CA

"CD ROM "Explorer"- HyperCard Explorer team.

Designed of the HyperCard portion for the presentation: Menu user interface, animated effects and layout of subject modules.

Apple Corporate Grants and McDonald's - Ronald McDonald House, Children's Charities.

Designer and animator - Animated "Give Away Disc" corporate promotional 'Thank you' story presentation, that was bundled with new Apple hardware.

Wild Card/ HyperCard 1.0 - Stack Interface Designer & Visual Artist / HyperCard coder.

MacWorld demos: "*MegaCorp, Corporate Ordination*", "*MegaCorp, Corporate Sales Report*"

HyperTalk On-Line "Help/Reference" On-line help stack.

Designed 'Menu' illustrations

"Sound" Demo Stack - Mac ci Sales demo stack.

Technical illustrations, Visual Artist whimsical cartooning and animations.

"HyperCard Design Guidelines" Apple Inc. Publication (Paperback book format)

Technical illustrations, Visual Artist and whimsical cartooning.

Apple IIGS Video capture board, Sales demo.

Visual Artist and animation examples (video format). Tested compatibility used many "off the shelf" animation and cartooning applications.

Apple IIGS - 'System tour' disc, Visual Artist and animator.

Lead Designer and Animator

ACCOLADE Cupertino CA | 1984 -1987

I am a founding member of the Accolade Corporation and sole artist/animator for their original first round of products.

Commodore 64. "*HardBall*", "*Card Sharks*", "*Law of the West*", "*4th and Inches*" and "*Psi-5*"

Game Artist and Animator

Epyx, CA | 1984 Contract

I created game art for Nintendo and Atari game platforms.

Game Artist and Animator

Creative Publications, Palo Alto, CA | 1984 Contract

"*MazeTalk Adventures*" - Apple II, educational software

Game Artist and Animator

Atari, Sunnyvale, CA | 1980 -1984

Home consoles - 2600/5200 games

2600 system games: "*Centipede*", "*Mario Bros.*", "*Gravitar*", "*Sword Quest*" I and II, "*QuadRun*", "*Star Fighter*", "*Garfield*", "*Tennis*" and "*Baseball*".

5200 System games: "*Sports Goofy*" Disney, "*Roadrunner*", "*Gremlins*", "*BattleZone*" and "*Countermeasure*".

Creative Product Designer

Golden Bee Stitchery Inc. Glendora CA. | 1970 -1977

I created original designs of whimsical children and floral themes for consumer hobbyist stitchery crewel and needlepoint kits.

Muralists and Signage Artist

C.H.T. Sign Painters, Inc. for Universal Studios Los Angeles, CA. | 1975 - 1977

I painted indoor and outdoor promotional murals.

Mural Project leader, Space shuttle mural project for Rockwell International Canoga Park CA.

Exhibit Coordinator, Muralist

Los Angeles County Fair Association, Los Angeles CA. | 1971 - 1975

I directed the design and layout of 20,000 sq. ft. Children art and educational display area. I also provided design for original theme art and directed the task of employees.

EDUCATION

Skyline College, San Bruno CA 9/84 -6/85, Fine Arts, Psychology

Design Art Center School of Design, Los Angeles CA. 9/69 - 9-70, Fine Arts, design.

Chouinard Art School, Los Angeles CA. 9/68 -6/69 Fine Arts

Mount San Antonio College, Walnut CA. 9/70 - 6/71, Fine Arts

LINKS



www.dogster.com



Mimi Doggett Romberger



Dogster Studio



dogster

REFERENCES

Sharon Kyne | sdkyne@gmail.com | 415-518-0354

Fluid, San Francisco Bay Area | Computer Software

Senior Producer and Interactive Project Manager

Heather Criswell | heather@wiseinside.com | 408-207-2857

Wise Inside LLC., San Francisco Bay Area Industry Consumer Goods
Owner/ entrepreneur