

Kimberly Callery

interactive designer & educator

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Objective

Accomplished faculty member seeking to leverage background in design, training, management, and problem solving in an interactive designer position. Highly enthusiastic for a career change and eager to contribute to a company's design, making the user experience better.

Summary

Strong designer with a diverse portfolio including broadcast, web, user, and interactive design.

Effectively communicate and streamline tasks through the team.

Understand the design process including agile development.

Studied and applied interface design principles for over 6 years.

Education

MA: Interactive Design & Game Development, Savannah College of Art & Design 2006-2007

BFA: Animation & Digital Media, College for Creative Studies 1998-2002

Teaching Experience

Adjunct Faculty, International Academy of Design & Technology 2010-Current

- Taught game production methodologies including agile and waterfall development.
- Facilitated discussions and reviews which prepared students for entry level professional work guidelines.

Adjunct Faculty, Art Institute Online 2009-Current

- Taught game foundations, web design principles, and Photoshop through online delivery.
- Built and facilitated online discussions, forums, and chats.

Game Production Chair, International Academy of Design & Technology 2006-2010

- Led the division curriculum alignment for the game program which included course development, advisory board recruitment, and networking.
- Managed, hired, and trained faculty for the department focused on rubrics and teaching techniques.

Faculty, International Academy of Design & Technology 2004-2005

- Facilitated student learning through creative teaching techniques.
- Served on the following committees: Advising, Graduation, Library, and Bookstore.

Adjunct & Continuing Education Faculty, College for Creative Studies 2003

- Taught interactivity through design, functionality, and information architecture.
- Structured coursework on interactivity and the integration of web technologies.

Artist-In-Residence, Berkley High School 2002-2003

- Taught digital art and animation techniques to 250 high school students.
- Implemented new techniques of web design and motion graphics into courses.

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Experience

Program Evaluator, Accrediting Council for Independent Colleges & Schools 2008-Current

- Reviewed curriculum, instruction, and placement ensuring standards were being met.
- Wrote reports that identified areas of success and improvement, with suggestions.

Freelance Designer, Perpetual Rhythms 2001-2005

- Designed and produced websites and interactive projects for clients.
- Submitted bids, negotiated scope of work and rates, with clients.

Webmaster, Athens High School 2003-2005

- Redesigned, updated, and maintained the Athens High School website.
- Streamlined the website for the school's marketing and advertising plan.

Project Manager & Web Designer, MosaicMedia 2003-2004

- Managed designers that created creative projects to be on time and within budget.
- Individually designed and created complete marketing plans for small clients.

Memberships

ACM Siggraph, Member

International Game Developers Association, Member

International Game Developers Association - Women In Games, Advisory Board Member

Southeast Michigan Animation & Special Effects, Member

Presentations

Educating Gamers, Career College Association Convention 2009

Educating Gamers, Kalamazoo Animation Festival International 2009

Women In Games Panel, VGXPO 2008

Designing Digital Curriculum Panel, Michigan FlashFest 2008

Additional Skills

Event Planner, Interfaces Conference 2004-Current

- Coordinated the annual event of 25 national and local speakers and over 400 attendees.
- Managed budget, marketing, and sponsorship of the event.

Event Planner, Global Game Jam 2009-Current

- Organized the logistics to facilitate the 48 hour location for over 40 participants.
- Coordinated with the national event to ensure quality, consistency, and marketing.

Honors & Awards

Career Education Corporation Division Leadership, Recipient

Inspire Symposium "Group Exhibit-Eyes of the Storm", Featured Artwork

Who's Who Among America's Teacher, Finalist

International Academy of Design & Technology Educator of the Year, Finalist

College for Creative Studies - Community Arts Artist/Teacher Program, Participant

Pirelli INTERNETional Competition, Finalist

Henry Ford Museum "Evening Palette", Featured Artist

Software



Photoshop



Illustrator



Flash



Fireworks



Acrobat



After Effects



Dreamweaver