

TOM ROE

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OBJECTIVES AND SKILLS OVERVIEW

Overview: Multi-Media Artist with 14 years of experience currently using Dreamweaver MX Suite, Fireworks, Flash, Premiere, Vegas Video, DVD Architect, Photoshop CS, Painter, PowerPoint, MS Office Suite, MS Project, MS Word, Excel, Corel Draw, In Design, PHP, MYSQL, Lightwave 3D, World Builder, Acid Pro, Sound Forge

My Skills: Web Designer, Traditional Artist (sketches and storyboards), 3D Modeling & Animation, Digital Artist, Graphic Designer, Creative Writer, Script Writer, Project Manager, Voice-Over Narrator & Character Voices, Director, Video Editor, Sound Mixer, Digital Music Composer, Electronics Technician, Computer Systems Technician

About Me: I am a self-starter with the skill necessary to conceptualize, manage, and complete media/web projects. I never allow a lack of resources or personnel to get in the way of bringing tasks to completion. At this point in my growth as a media professional, I look forward to collaborating with others again, and truly believe that the contribution of the group can be greater than the sum of their individual talents if they are managed well. A diversity of talents and depth of character are my greatest assets, and I look forward to working with an organization that can appreciate what someone with my background can offer.

MULTI-MEDIA EXPERIENCE

Bot Media

Owner/Producer/Director

Somerset, KY

May 2005 to Present

I have always been a self-starter. I never need to rely on others to find the answers to complete a project. This is demonstrated time and again by the number of projects I've completed during this 2.5 year freelance period of my Media Development career. During this period I have successfully completed **e-commerce sites** using 3DCart, OSCommerce, GoECart, and ZenCart. I have also created several informational sites using Content Management Systems, including Drupal, Xoops, Mambo, and Joomla. I've created Blog sites using WordPress. I've built all of my page layout code in Dreamweaver MX making use of Behaviors and FLASH when I needed JavaScript or custom animation. While building web sites, I used split-mode in Dreamweaver to allow fine tuning of HTML and CSS in Code View. In my spare time I wrote a 233 page science fiction novel, "The Lords of Silica – Technis", and worked as a director for a 3-camera video shoot 2 weekends per month for a live audience of 500 to 1,000. I live switched these shoots for re-broadcast on regional television. I have also completed several video projects where I scripted, photographed, directed and edited the final composition.

Some projects completed during this employment period...

newPromStyles.com : theVillasAtWoodsonBend.com : authorityWear.com : snapWeightLoss.com :
AMG3050.com : armageddon3050.com : botMedia.com : lordsOfSilica.com : yogaFaith.com :
tomRoe.com : nyKayak.com : smallAndMedium.com : vcfSomerset.com : eyeletOutlet.com :
vegeTees.com : eyeletOutletWholesale.com : jerseyTowelSupply.com : jerseyTowelWholesale.com :
quantumLightNutrition.com : botmedia.com/video_production

New Life Industries

Web Master / Technical Director / Media Producer

Somerset, KY

Feb 1997 to May 2005

During my 8 years with New Life, I completed projects in a timely manner in-house or by telecommuting. As Technical Director for their startup media company, WisdomTEK.com, I created business plans, presentations, documented guidelines, technical papers, directives, and managed a team of web professionals. My comprehension of the Dreamweaver MX suite of tools allowed me to train new employees in the use of this technology and review completed work to make sure it met company standards and technical requirements. In my spare time, I acted as Web Designer, Video Editor, and Multi-Media Producer. Dreamweaver MX Studio was the web development tool of choice and other applications utilized include: Microsoft Project, the MS Office suite of tools, Photoshop CS, Adobe Premiere, Lightwave 3D, Corel Draw, Freehand, Painter, and many more. My comprehension of these applications is excellent. I am most familiar with the Microsoft based PC environment; however, I am comfortable using MAC OS as well and was frequently called upon to manage the MAC systems and assist MAC users with OSX implementation, network access, and file management. New Life transitioned from a simple on-line catalog to a major e-commerce solution, NewLifeShopper.com, under my management as Technical Director. We also implemented several sister sites during that time which eventually merged to become WorkPlacePro.com. During this period I worked weekends as a media producer for 3 years creating and running Power Point and Song Show Plus presentations for audiences of 500 to 1,000.

Arckosian Entertainment

Co-Founder / Creative Director / Lead Artist

Raleigh, NC

Jan 1996 to Jan 1997

As co-founder of this game company, I helped build it from the ground up. Initially I co-authored a business plan and several game design treatments. In addition, I created multi-media presentations using Power Point, 3d Studio, Corel Draw, and the Microsoft Office suite of tools. These presentations were used to raise capital for the startup. After the company incorporated, my responsibilities switched to Creative Director where I interviewed and hired creative staff and programmers, using MS Project to organize and task the team, and to track the project resources and progress.

Virtus Corporation (spun off Red Storm Games)

3D Modeler / Artist / Animator

Cary, NC

Oct 1995 to Jan 1996

The company was just getting started in the game development industry and had created a series of innovative for Desktop Virtual Reality applications. I was tasked to develop conceptual artwork for a Tom Clancy game called Derelict. I rapidly learned their VR software to generate environments that represented levels in the Derelict game. I also used 3D Studio to model environments for conceptual animations and cut sequences for this project.

Alternate Worlds Technology

3D Modeler / Artist / Level Designer / Animator

Louisville, KY

Nov 1993 to Dec 1994

As lead 3d artist, I created character models and level environments using 3D Studio and Photoshop. I contributed to game design roundtables, and built 3D prototype artwork for export to a CAD system used in injection mold manufacturing and construction of our location based arcade game systems. I helped with the design of an innovative VR controller that allowed movement and weapons functionality in a single device that was visible in the VR headset during game-play. During my time with this company we released several Wolfenstein engine based multi-player games, and then created a new multi-player game based on advanced pixel planes technology from the United Kingdom. Published game titles were released in arcades: Wolfenstein VR, Blake Stone VR, Cybertag VR (the first multi-player VR game with full duplex sound integrated for verbal communication over a network), and Xenomorph, our 3D polygon based game design.

PBS / KET
CG / Chyron / Paintbox / Artist / 3D Artist

Louisville, KY
Feb 1993 to Dec 1993

I supported in-house video production with Chyron and Paintbox graphics. In addition, I upgraded a Video Toaster system, and supported a spin-off enterprise called "Team One" which created media products for local companies including, the General Electric Appliance Park. I used Lightwave 3D to produce support graphics for "The Falls of the Ohio Museum", the ESPN "Firefighter National Combat Challenge", and other projects and clients.

OTHER WORK RELATED INFORMATION

Loral Aerospace
Radar Technician / Simulator Operator

Crow Valley Range, PI
Nov 1989 to Feb 1992

As a T3 Anti-Aircraft-Artillery operator/technician, I supported multi-national combat flight operations for the Far East from Crow Valley Range Complex. I tracked and killed allied aircraft during combat simulations, logging and reporting all aircraft hit/miss activity to control. I also supported an AF/NAVY collaborative test operation off the coast of the Philippine Islands where a live fire HARM missile test was conducted. This required me and one other team member to scale a massive derelict vessel and set up a portable AAA transmitter, which was used in the test. We also checked the impact site and reported damage back to command.

US Air Force / KY Air Guard / TX Air Guard
Avionics – Audio / Video – Photo-sensors - Technician

Multiple Locales
Jun 1982 to Feb 1992

I served my country for more than 5 years and received honorable discharges from the USAF, KYANG, and TX ANG. This military background and training in aircraft armament systems and avionics allowed me to qualify to work for Loral Aerospace in the Philippines.

EDUCATION

Community College of the Air Force
Aircraft Armament Systems / Avionics, Photo-sensors

Maxwell AFB, AL
Various Dates: 1982 to 1988

55 Credit Hours earned in Aircraft Avionics Systems Technology

NCO Journeyman School – 1984

Honors and Certifications: Aircraft Photo-Sensors and Avionics (Honor Graduate, 96% Avg.). During OJT training at Kelly AFB, in Texas, I was awarded a Master Technician certificate for avionics on the F-16 aircraft. I received High Honors and a diploma from the NRI correspondence school in the field of **Microprocessors and Computer Technology** on Aug 1990.

Sullivan College of Business
Computer Science

Louisville, KY
Dec 1985 to Jun 1986

40 Credit Hours earned in Computer Science

Sullivan College of Business
Computer Science

Louisville, KY
May 1994 to Jun 1986

17 Credit Hours earned in Engineering Mathematics & Computer Science

I have 112 credit hours in various areas of study. Most of my knowledge in Media and Technology was gained though 14 years of on the job study and work experience.