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Emily Schneider

FOCUS

To apply and advance current artistic, technical and personal skills in growth stimulating & challenging design projects.

HISTORY

Creative Director - www.happypuppy.com

Happy Puppy, Hoboken NJ
June 2005 - August 2006

Responsibilities include daily maintenance of website graphics and content. Utilize skills in Web Technologies and design software to effectively create and implement Happy Puppy and advertiser features, designs, and site skins. Create and render video, media, and trailers for the Movie Arcade section on HappyPuppy.com. Capture and process game screenshots. Write spotlights and game reviews.

Illustration

Madison Performance Group, New York NY
December 2005

Illustrated a poster revolving around a King Kong theme for an incentives advertisement.

Graphics Editor

Generation Magazine, Buffalo NY
September 2004 - January 2005

Responsibilities included generating spot illustrations and cover images for Generation Magazine. Managing and guiding a staff of artists. Holding weekly staff meetings in order to assign and critique images to be used with corresponding articles in the magazine.

Assistant Graphics Editor

Generation Magazine, Buffalo NY
September 2003 - April 2004

Responsibilities included attending weekly meetings, assisting in managing a staff of artists, critiquing and generating illustrations for the magazine.

Graphic Design

Stick 2 It, Walden NY
January 2004 - March 2004

Illustrated a series of magnets designed to encourage healthy eating.

ART EXHIBITED

Terminal 5 I

Buffalo Central Train Terminal, Buffalo NY
May 2005

Exhibited a series of illustrated self-portraits based on faults and abnormalities.

Peanuts

One Hour Gallery, Buffalo NY
October 2004

Created a group installation piece that examined the various aspects of the packing peanut. The primary artwork of the show involved filling the gallery space with packing peanuts

Sensitized Spaces: Version 2.0.

CEPA Gallery, Buffalo NY
April 2004

Exhibited an electronic device, programmed with the Basic Stamp II, which was meant to create a public disturbance.

TECHNICAL EXPERIENCE

General Software

Mac OSX, Windows XP, Microsoft Office, Firefox, Internet Explorer, Safari, Netscape, Transmit, Fugu, WinSCP

Design Software

Photoshop, Fireworks, Illustrator, Freehand, Streamline, After Effects, Sony Vegas, Flash and Actionscript 2.0, Dreamweaver, QuarkXpress, Adobe InDesign

Hardware

Wacom Intuos II Drawing Tablet, Olympus Camedia Digital Camera, Scanning

Web Technologies

HTML, CSS, Content Management Systems

EDUCATION

Bachelor of Fine Arts
Concentration in Computer Art
Summa Cum Laude
SUNY at Buffalo
August 2001 - May 2005

REFERENCES

References available upon request.