



ARMAND VOS

Suite 405
1420 11th Ave SE
Calgary, AB

E: armandvos@gmail.com
C: 403.680.1522

URL: www.sumatracreative.com

REFERENCES

Available Upon Request

OBJECTIVE

To provide a unique, creative and passionate approach to a progressive video game company.

EDUCATION

Applied Multimedia Training Centers

3D Animation & Special Effects, 1yr program Diploma
Calgary, AB 1999

Applied Multimedia Training Centers

Multi Media & Digital Communications, 1yr program Diploma
Calgary, AB 1998

Dawson College

Illustration & Design, 3yr program
Montreal, QC 1998

Ecole Secondaire Des Sources

High School Diploma
Montreal, QC 1996

SKILLS

Computer Mac OS X & PC

Adobe Photoshop, Adobe Illustrator
Adobe InDesign, Acrobat Professional
Adobe Dreamweaver, Adobe Flash
Adobe Premiere, Adobe After Effects
Softimage XSI, Maya 3D, 3D Studio Max
MS Visio, Autodesk AutoCAD
Adobe Image Ready, MS Outlook Express
MS Word, MS Excel, MS PowerPoint

Design

Editorial design, corporate design
Packaging, color theory
Website design, typography
Advertising, promotions and marketing

Hardware/Software

Scanning/photo re-touching, photography
Programming and debugging websites

Communication

Professional consultation with clients
Exceptional critical thinking techniques
Accomplished oral presentation skills
Bilingual in French and English

CAREER HISTORY

Graphic Designer/Owner. Sept 2005 - Current

Sumatra Creative, Calgary, Alberta (www.sumatracreative.com)
(Multimedia design services)

Design: Custom design for all projects.

(Logos and corporate branding, marketing and promotions, website design, flash presentations, video game graphics, character and environment concepts, custom 3D modeling and storyboarding)

Duties: Consultation, research and development, concept design, project management.

Position Held: Graphic Designer/Technician. 2007- 2008

Future Developments Ltd, Calgary, Alberta (www.futuredevltd.com)

(Specialized international high-performance closed circuit television surveillance.)

Design: Custom design for all projects.

(Technical instruction manuals, 3D illustrations, presentation documents)

Duties: Create design documents, create illustrations, assemble cctv devices, Quality check on all out going client orders and prepare/package orders for shipping.

Position Held: Lead Background Artist. 2003- 2005

Orbital Media, Calgary, Alberta (www.orbitalmedia.com)

(Publisher and developer of handheld video-games)

Design: Custom design for all projects.

(background art, interface, texture maps, advertising, packaging)

Duties: create 2D background art, produce level designs, draw character concepts, props and backgrounds, and manage all art direction.

Position Held: Lead Background Artist. 1999- 2003

Pixelplay Interactive, Calgary, Alberta

(Publisher and developer of Nintendo console Games)

Design: Custom design for all projects.

(UI, characters, Environments)

Duties: Model & texture 3D characters, generate texture maps for environments, draw concepts for characters, props and backgrounds, create special effects and animations.

PROFESSIONAL ACCOLADES

Fifteen years experience creating acrylic murals for commercial and residential properties. Traditional art, oil, pencil and charcoal drawings and paintings. Design of Sally's Salon and Sally's Spa as seen on iPhone application.