Pietr Buttelmann

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Qualifications

- Creative and dedicated **Multimedia Designer/Producer**
- Involved in Multimedia Design, Videography, Animation, Product and Corporate Photography, Audio Engineering, Interactive CD-Roms, and Web Design.
- Deadline-oriented and dependable with excellent communication skills
- Self-motivated learner with a lot of problem-solving experience

Skills

- Proficient with Adobe graphic and video products (Premier Pro, After Effects, Encore, Audition, Photoshop, Illustrator, Flash, Dreamweaver) and Microsoft Office Suite. Knowledge of other assorted graphic design and multimedia software.
- Efficient in video lighting and shooting, sound recording and editing.
- Accomplished in product and corporate photography using digital SLR systems, film cameras (large, medium, and 35mm formats), and lighting (strobe, tungsten and ambient).
- Skilled in operation, troubleshooting, and maintenance of PC computer systems. Some Mac operation experience.

Education

Bachelor of Fine Arts in Photography from University of Illinois at Chicago (1993).

Employment History

Multimedia Designer, Self- Employed and through Agencies (November 2007 to Present)
Working with a variety of clients. Projects include video shooting/editing/compositing/equipment consulting, audio recording/editing/equipment consulting, product and corporate photography; Flash animation; web design/maintenance; and presentation scripting. Clients include large financial institutions, software engineering firms, specialty equipment manufacturers, advertising agencies.

Webmaster, Multimedia Designer, Zebra Technologies Corporation (January 2002 to November 2007)
Maintenance and optimization of multiple web sites. Code and organize distribution of monthly HTML newsletter to resellers. Product and corporate event photography, animation, video and audio production. Created product demonstrations in Flash, captured and edited product demonstration videos, recorded and edited podcasts, shot photos and video at several events, studio photography for several product launches. Created DVDs and CD-Roms and posted materials to various web sites.

Interactive Director/Producer, Self-Employed (November 2001 to January 2002)
Conceived and produced interactive user guide demonstrations for a startup company. Story boarding, video lighting, shooting and editing, sound recording and editing, illustration, and interactive interface design and production.

Web Developer, Planlinx (May 2000 to November 2001)
HTML coding and graphic design for print and web. Produced an interactive CD-Rom for use as a promotional tool using Flash. Designed graphics for CD sleeve, trade show booth, and several promotional items. Produced a comprehensive presentation in Flash to demonstrate product before it was produced and operational. Provided software support, documentation, and light networking support.

Web Site Coordinator, Zebra Technologies Corporation (December 1998 to May 2000)
Development, production, maintenance, and redesign of several web sites. Produced an interface for a CD-Rom that was distributed to resellers worldwide. Involved in collection formatting and basic writing of site content.

Photographer and Web Site Designer, Self-Employed (1994 to 1998)
Worked with clients to produce images promoting corporate identity and products. Produced images both in studio and on location. Purchased props, constructed sets, purchased/tested film and equipment, and carried out day-to-day business operations. Created web site to showcase photography; also built sites for clients.

Systems Engineer, Heartland Radio, (1995 to 1998)
Analyzed and serviced computer systems, setup and supported a small network of computers. Recommended and purchased hardware and software, provided software training, and maintained radio transmitter sites.

Digital Imaging and Lab Technician, Complete Photo/Video (1993 to 1995)
Supervised digital imaging department. Scanned prints, slides and negatives, and manipulated or restored them using Photoshop and Kodak software on a Macintosh. Developed film and printed images using conventional systems. Maintained developing and printing equipment; responsible for quality control.

Audio Engineer, Wave Digital Studios (1988 to 1991)
Involved in day-to-day operations of audio recording studio: installed, maintained and tested equipment, set up studio and remote recording sessions, and mixed final tapes.

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