



## Paul O. Heidecker

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### PROFILE

Driven motion graphics, 3D, and print designer with strong work ethic, determination and reliability. Passionate about sports and motion graphics relating to sports. If I don't know how to do something I will figure it out. Learning is the greatest tool that humans have at their disposal, and I proudly utilize it wherever possible to broaden my abilities. Desires to obtain employment with a creative firm that creates successful experiences for their clients, promotes employee creativity, and is proactive in the development of design. Dreams to obtain employment creating motion graphics for a professional sports team.

#### Motion Graphics:

Motion graphics are my passion. Nothing beats the end result of showing friends and family a project that I am not only very proud of, but at the same time totally blows their minds.

#### 3D:

Working in 3D is how I broke in to the design industry. I typically create my assets for motion graphics in 3D and incorporate them in 2D animation.

#### Print:

I have experience in all things print, from package design to magazine and safety manual layouts. I've worked on hundreds of maps, posters, banners and information cards as well.

#### Web:

Although I have only had the opportunity to work on a couple of web projects at a professional level, I really do enjoy the work and non-stop learning. This is an area that I positively intend to further my education in.

### AREAS OF EXPERTISE

### EDUCATION

Full Sail University, Winter Park, Florida

**Bachelor of Science Degree** - Digital Art & Design

August, 2011

Riverland Community College, Austin, Minnesota

General Education Classes

August, 2004

### PROFESSIONAL EXPERIENCE

February 2014 - March 2016 | Westminster, Colorado

**Tri-State Generation & Transmission Association, Inc**

**Digital Media Designer**

I was one of 5 designers that supported the company's roughly 1500 employees and 44 member distribution systems for any of their graphic design needs. I worked on digital, print, animation (2D & 3D), audio, video and some photography support as well. I also ran all A/V equipment around our headquarters building, mainly in our large board room, providing support for any and all meetings. Anytime that anyone needed something that I had never done, I was quick to learn whatever it would take to complete the request as efficiently as possible.

October 2013 - December 2013 | Boulder, Colorado

**Microsoft**

**3D Editor - Bing Maps**

I was part of an amazing team of 3D artists and animators that accurately built entire cities throughout the world in 3D for Bing Maps. This is the most expensive project that Microsoft has ever taken on, and I am very excited to be able to say that I had a part in it. Care to see some of the work that I did? Simply download the Maps app in Windows 8.1 or higher and view the 3D area!

### SOFTWARE

Proficient in the most up to date design software, which includes:

**Photoshop**

**Illustrator**

**After Effects**

**In-Design**

**Premier**

**3DS Max**

**Dreamweaver**

**Edge Code / Animate**

Respectful amount of knowledge in:

**Sony Acid**

**Cinema 4D**

**Final Cut Pro**

**QuarkXPress**

Here are some things from my past that I am particularly proud of:

- Management Experience
- Above Average Customer Service Skills
- Conversational French
- 2x Student Ambassador
- Earth Explore Science Discovery Alumni