

-COLE H SONES-

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www.theory3.com

-WORK EXPERIENCE

--Publicis

2008

Conceptualized, designed and developed Web advertising for mobile communications companies, designed and animated track loops for kiosks, UI interfaces (for both web and kiosk), and storyboard comps for T-Mobile advertising and Concept Stores. Tools used were Aftereffects, Photoshop, Illustrator, Flash, Actionscript, Dreamweaver, and paper.

Interactive
Designer/Developer

--T-Mobile

2008

Developed Animations and stills for T-Mobile. This work was showcased at T-Mobiles "Big5" conference in Denver of 2008. Tools used were After Effects, Photoshop, Illustrator, and Key Note.

After Effects/Photoshop
Artist

--Publicis

2007

Conceptualized, designed and developed track loops, UI interfaces, and storyboard comps for T-Mobile Stores using Aftereffects, Photoshop, Illustrator, Flash, and paper.

Aftereffects/UI Design

---48-Hour Film Festival

2007

Cinematographer and Illustrator for Team-Juicebox. Worked on the winning production of the latest 48 hour film festival short "Lethal Cotillion".

2nd Camera/Illustrator

--Entellium

2007

Developed style sheets and imagery for a CRM web portal with hand coded CSS, Dreamweaver, Photoshop, and Flash.

CSS Web Developer

--NOAA, Seattle WA

2000-2006

Acted as the Lead Animator on a small in-house federal production "department" where I Designed and developed animations that are/were shown in videos (and broadcast) for the History Channel, National Geographic, and PBS. Designed and developed animations for educational videos distributed to both public sectors as well as members of Congress. Additionally, I have designed interactive CD-ROMs using combinations of 2d works, 3d works, and programming languages, for high school students and community outreach programs. Software packages used for this job include Softimage XSI, Softimage 3d, Maya, Photoshop, Aftereffects, Illustrator, Premier, Actionscript/Ling, Director and Flash.

Lead Animator/Media
Composer

---Art Media Environment Network

Owner/Partner

2003-Present

Managed and organize small events and coordinate with other non-profit organizations on larger scale events utilizing arts and media. Develop strategic plans to help forward the goals of environmental-sustainability on a local and non-local community scale.

--Mercer Island Presbyterian

Artist/Humanitarian

2001-2005

Commissioned to travel to Vietnam as a Sketch artist, attend NGO/Government/Church-Head meetings to illustrate and document several collaborative meetings as well as the impoverished and metropolitan communities.

---Seattle Jewish Film Festival

Marketing and Design

2004-2005 Film Festival

Designed, developed, and implemented a marketing package to advertise the Seattle Jewish Film Festival. Responsibilities included poster design (3d and 2d illustration), full festival pass design, program guide, website, and mailers.

--Theory3

Owner/Director/Producer

2003-Present

Design and develop WebPages, database structures, and a corporate identity using Flash, Dreamweaver, and Photoshop, as well as Broadcast and Theory3 is a Vendor for creative service

-EDUCATION

---Bellevue Community College

Major: Media/Business

2003-2004

Courses included business, marketing, animation, media, English, communications...

---Mesmer Animation Labs

2003

5 day one-on-one training for Softimage XSI with a leading industry specialist and School founder...

---Vancouver Film School

3D Animation

1999-2000

Courses included 3D Modeling, Animation, Acting, Lighting, Life Drawing, Classical Animation, Sculpture, and Photoshop...

---Seattle Art Institute

Major: Visual Communications

1997-1998

Courses included Type Setting, Spatial design, Life-Drawing; Color theory, Math, English...

AWARDS

2004

Ars Manga

- Cinematographer for Team-Juicebox. Worked on the winning production of the latest Docu Challenge, as well as the POV award from PBS at Hot Docs in Toronto.

Government Video
Magazines Star Award

2004

- Personal Award for best educational video – Animator for *Tragedy in the Mists* for the History Channel. Performed all 3-D work, was honored at an awards ceremony in Washington D.C. for work done on this film.

2006

The Harriman Alaska Expedition

- The Harriman Alaska Expedition Retraced (2003) IMD For assist with animation and historical map data
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SKILLS

- Softimage XSI, Softimage 3-D, Maya, Photoshop, Illustrator, Dreamweaver, After Effects, Premier, Flash, many more graphic and video editing tools, as well as audio engineering and creation tools, such as Cubase, FL studio, Wolfram Tones, and exposure to Mathematica.
 - Advanced Cinematography with Professional DV and HD cameras, as well as Film cameras. On location shooting at sea, as well as land.
 - Sound and Boom MIC training on location and in studio.
 - HTML, CSS, VB-script, Jscript, & ActionScript, (some c++ experience)
 - Classically trained Artist and Illustrator, Guitarist,
 - Lifetime training in disassembling any device and reassembling it in working order
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PERSONAL/PROFESSIONAL REFERENCES AVAILABLE BY REQUEST
