



Craig Spaeth

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Campus:
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Objective

A challenging and demanding job in the New Media industry.

Summary

BFA in Computer Art expected 2010.

Proficient with various programming languages, imaging software, fine arts fundamentals, video editing, and web site design.

Education

Turpin High School

Graduated May 2010

Courses taken included:
AP 2-D Design, AP Computer Science, AP Drawing and Painting

Syracuse University

Bachelor of Fine Arts in Computer Art, expected May 2010

Courses taken included:
Computer Animation, Introduction to 3D, Animation For The Web, 3d Computer Gaming, 2d Computer Gaming

Experience

Comissioned Programming Assistant, Spring 2008 to Present

Assisting artists Emily Vey Duke and Cooper Battersby by programming various scripts for the installation *A Year In the Life of the World*.

Interactive Media Lab Consultant, Fall 2007 to Present

Helping lab attendents with various imaging, web, and office software.

E-commerce Business and Freelance Designer, May 2004 to Present

Developed and monetized a massive multiplayer Facebook application. Creating various website blog themes as a freelance blog designer.

Computer Skills

Adobe Photoshop, Adobe Illustrator, Adobe Flash, Adobe Dreamweaver, Java, Python, Processing, PHP, CSS, HTML, JQuery, Joomla, Ajax, Javascript, MySQL, Actionscript 2-3, Adobe Premiere, Adobe Encore, Adobe After Effects, Final Cut, Lightwave 3d, Maya, Unity, and Microsoft Office.

Acomplishments

Selected for Selections 2005 College of Mt.St. Joesph Bi Annual Art Exhibition Nov 2006, Syracuse Citrus Pac Webmaster, Syracuse Transmedia Dean's List