



I am a multi-discipline Designer with over 18 years of experience in interactive design, UI/UX design, print design, and motion graphics.

I designed the UI and look and feel for TetrisBlitz (which was the Editors Choice as well as the #1 free game on iTunes for a period of time), I've been responsible for UX and UI for several mobile applications, managed marketing campaigns, created dynamic multi language print materials, and created entire websites using Photoshop, Dreamweaver and Muse. I can work on location (within the Salt Lake/Provo area) or work from my home studio.

With my talents and experience, I feel I can be a valuable asset to your company. Please contact me for my rate.

WHY USE KIMBOLT?

- Over 18 years of experience
- High Quality work
- Fast and efficient
- Diverse list of services
- Can work onsite or off
- Knock your socks off design!

SOFTWARE:

Photoshop, Illustrator, After Effects, Unity, ZBrush, Modo, InDesign, Muse, Premier, Flash, Adobe Audition, Dreamweaver, and a large number of other software programs.

WORK EXPERIENCE:

10/08 - Current	Kimbolt LLC, Art Director, Owner
6/12 - 11/15	EA GAMES, UI Designer
10/07 - 10/08	Control4, Interactive Designer
02/04 - 10/07	LDS Church, Motion Graphics Designer
01/03 - 01/04	BoedePartners, Interactive Designer
11/02 - 1/03	Independent Contractor, Web Designer, Print Designer, Flash Designer, Manager
9/02 - 11/02	uSight, Provo, UT, Art Director, Web Designer, Print Designer, Flash Designer,
4/01 - 10/01	iCentris INC, Art Director, Flash Designer, Illustrator
5/00 - 1/01	marchFIRST, Production Designer, Flash Designer, Comp Illustrator
8/99 - 5/00	Euro RSCG DSW Partners, Production Designer. Flash Designer
8-98-5/99	Daystar Communications, Production Artist, Web Designer



DETAILED WORK EXPERIENCE:

Kimbolt LLC, Art Director, Owner: 10/08 – Current

- **Magic the Gathering Prototype (Hasbro):** UX wireframing, flow documentation, UI design, UI Production, icon design, Unity integration
- **Various Prototypes (Hasbro):** UX wireframing, flow documentation, UI design, UI Production, Unity integration
- **THE SIMS (EA Games):** UX wireframing, flow documentation, UI design, UI Production, icon design, Unity integration
- **JetSetGo (trpz.com):** UX wireframing, flow documentation, UI design, UI Production, icon design, production, Unity integration
- **Websites (various clients):** UX wireframing, flow documentation, design, production, web development using Muse
- **Product videos (various clients):** Wireframing, layout, design, animation, video production using AFX.

EA GAMES, UI Designer: 6/12 - 11/15

- **Minions Paradise (EA Games):** UI style design, UI design, UI Production, Unity integration
- **TetrisBlitz (EA Games):** UX wireframing, flow documentation, UI design, UI Production
- **Clue, Monopoly, other Hasbro properties (EA Games):** UX wireframing, flow documentation, UI design, UI Production, icon design, production, user testing, game design

Control4, Interactive Designer: 10/07 - 10/08

- **Touch panel UI design for home automation:** UX wireframing, flow documentation, UI design, UI Production, icon design, production

LDS Church, Motion Graphics Designer: 02/04 - 10/07

- **Kiosk designs for visitor's centers:** UX wireframing, flow documentation, UI design, UI Production, Flash integration
- **Various web apps:** UX wireframing, flow documentation, design, production, Flash animation, integration
- **Various videos:** Wireframing, animation, video production using AFX.

BoedePartners, Interactive Designer: 01/03 - 01/04

- **Various websites:** Layout, design, production, Flash animation, integration
- **Various web banners:** Animation, design, production

Previous experience: 08/98 – 01/03:

- **Various web banners:** Animation, design, production
- **Various print campaigns:** Layout, design, production
- **Various websites:** Layout, design, animation, production