

Kahleem Poole
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<http://www.freewebs.com/killingmoon/artportfoliointro.htm>
347-579-5341
259 W 144th St, apt. 4N
New York, NY 10030

Dear Sir/Madame,

I have been working in the computer graphics design industry for more than 10 years, with both freelance and payroll positions. I have extensive experience in several graphics design packages, which include **Adobe Illustrator**, **Photoshop**, and **InDesign**.

My hand-drawn skills have been utilized in several commercial storyboards and videogame promotions. I also have strong experience with comic book artwork (panels, splash pages), logo design, brochure/magazine designs, poster designs, CD/DVD cover designs and videogame artwork. All of which were done either for satisfied freelance clients or full-time employers.

With this widespread background, I can potentially become a viable asset toward the particular needs of your company.

Currently I am working as the lead graphics designer and Administrative Assistant for a small company. Involving myself within designing product brochures, customer promotional brochures and general office duties.

You can also view my work within my private web page:

<http://www.freewebs.com/killingmoon/artportfoliointro.htm>

My salary requirements range from \$25,000-30,000/per year.

Please, feel free to contact me at my cell no: 347-579-5341. Thank you for this opportunity.

-Kahleem Poole

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SUMMARY:

Enthusiastic, dedicated, success oriented and willing to learn.

Ability to work well in a team environment and have strong analytical and problem solving skills. Major experience with brochure digital desktop publishing, storyboard artwork, computer graphics design, fashion design and manga character design.

WORK EXPERIENCE:

4/05-Pres. **Visiting Barber Services**- 199 Lincoln Ave. Bronx, NY, 10454
*Administrative Assistant/ **Lead Graphics Designer***

- Creation of company logos and editing
- Magazine class formatting and desktop publishing for customer pamphlets
- Character design for VBS newsletter
- Designing product/ service brochures
- Designing business cards
- Creation of company ID cards
- Day to day office management and assistance, i.e. phones/receptionist duties, minor filing, computer clerical work

8/05 **Savoir Phaire Logo Production**
Logo design for Barbershop Store front

- Designed concept work for main design
- Color production and correction of base designs

4/04 **Fele Storyboard Commercial Production**
Lead Storyboard Artist

- Creation of storyboard paneling in accordance to commercial screenplay
- Ref. Number- *Jay Searles*- 917-295-8180

2/04-9/04 **Volt Services**- 1220 Avenue of the Americas. New York, NY
Software Bug Testing

- Lead bug tester for Microsoft Game Studios project(s)

6/01-7/02 **Rockstar Games/ Take Two Interactive-**

QA Testing/Freelance Storyboard artwork/Motion Capture Actor/External Game Design

Testing and focus testing various high-profile game software for these platforms:

- ❖ Sony Playstation 2 Computer Entertainment System (PS2), Sony Playstation Game Console (PSX), Microsoft Xbox Game Console (Xbox), Nintendo Gamecube Game Console (GCN).

Softwares include:

- *Rune Viking Warlord (PS2), Big Bass Fishing (PSX), Smuggler's Run 2 (PS2), Smuggler's Run Warzones (GCN), State of Emergency (PS2), Conflict Desert Storm (PS2), The Italian Job (PSX), Max Payne (PS2, PC, Xbox),* The award winning and best selling console software in American history, **Grand Theft Auto 3** (PS2, PC).

Additional Rockstar Games Credits include:

- Extensive freelance storyboard design artwork for
- Planned software television commercials
- Martial arts motion-capture work for latest Rockstar game software(s)
- External videogame design for racing and action games for the Playstation 2 Computer Entertainment System.

Relevant Skills and Experiences:

Computer Support

Operating Systems

Macintosh G3/G4/G5, Windows 95, Windows 98, ME, XP/XP Pro

Office Applications

Word 97/2000, Excel

Image Design (Desktop Publishing)

- Adobe PhotoShop 4.0/5.0/5.5/6.0/8.0/CS
- Macromedia Flash 4.0
- Quark Xpress
- Adobe Illustrator 9/CS

Public Credentials:

- Public speaking and visual demonstration of "video game design" at Polytechnic University in Kings County, New York.
- Demonstration included computer animation demo, web design (through Power Point), game philosophy and software targeting goals.

Education:

- ❖ 10/02-Present Katherine Gibbs New York
- ❖ 9/92-7/96 Evander Child H.S.Bronx, NY

References Furnished Upon Request