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Work Timeline & Education

2008	2007	2006	2005	2004	2003	2002	2001	2000	1999	1998	1997	1996	1995	1994	1993	1992	1991	1990	1989	1988	1987	1986	1985
2006 – Present aLookingGlass Multimedia Manager (Caribbean)			2004 – 2006 Taska Design GmbH Art Director (Switzerland)			2000 – 2003 SEC Kommunikation und Gestaltung Internet Manager/designer (Switzerland)			1998 – 2000 Nexus Creative Company Web designer (Switzerland)			1997 – 1998 Paragon Publishing Magazine designer			1996 –1997 Kre-8-tiv Design Graphic designer			1989 – 1991 Various Jobs Non-design			1986 –1989 Royal Navy WEM(O) Weapons Engineering Mechanic		
In aLookingGlass I am responsible for all the billing, outsourcing, design and hosting of the company's multimedia clients. Also I am involved with the design and concept of the companies magazine titles: BVI Property Guide and BVI Yacht Guide , both full colour monthly titles. The company is also in the conception stage for a third magazine, the Caribbean-wide Properties Guide. Clients include the Royal British Virgin Island Police Force , BVI Music Festival , BVI Spring Reggatta , BVI Festival , BVI Government (HR Department) and the BVI Teachers Union .			In Taska Design I was responsible for all aspects of design, for both print and multimedia, from client contact, concept planning, pricing and production through to print or upload via FTP. Projects Included: Fondation Franz Weber , Feoleimages , Grand Hotel Giessbach , Global Recovery Alliance AG , Roadhouse-Luzern AG , I Cantanti , GrandV Foods and Stone Island Savage based in Darwin, Australia.			In SEC I was solely responsible for all web-based design, including: design, programming, updates, proposals and concept ideas, budgets, hosting and problem solving. I also designed interfaces for CD-ROMs with the use of Macromedia's Flash and Director. Projects included Siemens Expo project : Hotel Palafitte, Guide Share Europe : In partnership with IBM. Packeasy , Setz und Ming and AIKU Wearables .			NCC was my start in web design. At first my responsibilities were the design & concept of navigation interfaces, later moving on to the actual programming of index pages and blank navigation pages, culminating in the designing, programming & uploading of complete websites, including HTML, CSS1, CGI, PERL, Javascript programming and Flash. Projects included all the Open Air-Kinos in Switzerland, Wascosa Eisenbahntransportmittel , Emmen Openair , Concepcion lens AG and Brauerei Eichhof , and the Schindler AG European Quality Award 1997.			At Paragon I was responsible for one monthly magazine: NetGamer . NetGamer was the first magazine set up for Internet & multiplayer gamers, featuring reviews, demos and matches. I was responsible for all design and output to film. As well as NetGamer I had other time commitments & freelance work on various other magazines at Paragon, such as: PC Games , Play , Nintendo 64 , PC Windows , Mac Made Easy , to name a few. This job was very deadline-intensive and dependent on close team work.			I was employed by Kre-8-tiv design, part of Marine Electronic Services Ltd, as an in-house designer to design point of sale items such as catalogues, brochures and price lists, as well as forms and magazine advertisements etc. Kre-8-tiv Design was set up for the purpose of attracting freelance work to gain extra revenue for MES Ltd . Being the sole designer I took all briefs from conception to print and was required to work to budgets and deadlines. During my time there I learnt self reliance and was able to work both autonomously and as part of a team.			During this time I had a variety of contract jobs whilst I considered where I wanted to go in my life. I had always been keen on and good at visual art. During this time I became very graphically aware, seeing design applied in the real world, its effect on the public and the different types of materials used in the construction. These jobs have also helped my communication skills, by bringing me into contact with all types of people. I decided then to obtain the formal qualifications in the necessary disciplines to become a qualified Graphic Designer.			Duties included the repair and support of onboard systems such as telephones, main broadcast, hydraulics and weapon systems; fire-fighting and breathing apparatus support. Also during my time in the Royal Navy I travelled to many different countries such as: Denmark, Poland, Russia, Sweden, Norway, Finland, Germany, Portugal, Gibraltar and down the Ivory Coast of Africa. This was a most valuable experience, which gave me a great insight into some very different cultures. The Navy also taught me team work, resourcefulness and how to work under all sorts of conditions and pressures.		

2003
Zürich (Switzerland)
Job TV

DV film course learning basic digital film, sound & lighting techniques, as well as editing in Final Cut Pro 4 and outputting to DV media using DVD Studio Pro 2. And some basic use of video effects using After Effects.

1993 – 1995
Bournemouth & Poole College
of Art & Design, Hampshire.

BTEC HND (British Technical Education Certificate, Higher National Diploma) in Graphic Design.

1994
Würzburg (Germany)
Creative Exchange

Exchange: Whilst at college I spent 3 months in Würzburg where I studied both the theory and practice of cell animation, learning to use various techniques, cameras and illustration styles.

1991 – 1993
Weston-Super-Mare College
of Further Education, Somerset.

BTEC OND (British Technical Education Certificate, Ordinary National Diploma) in Graphic Design.

1987 – 1988
HMS Collingwood
Fareham, Hampshire.

CITY & GUILDS Engineering (Electrical) Craft Studies.

1981 – 1986
Wyvern School
Weston-S-Mare, Somerset.

General Certificate of Education, Ordinary Level, Art, Grade A & English Literature. Plus 8 subjects at Certificate of Secondary Education Grades 2-4.



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Personal Details

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Experience & Skills

17 years Design Experience 4 years at college and 13 years work experience including 8 years in Switzerland and 2 years in the Caribbean. During this time I have gained experience in the following areas: Internet design & programming, PHP and MYSQL, HTML, CSS1, PERL, CGI, JavaScript, multimedia design, magazine design, typography, DTP, corporate design, packaging and some basic photography.

14 years Mac experience with programs such as Adobe Photoshop, Adobe InDesign, Adobe Dreamweaver, Macromedia Flash, Macromedia Director, Macromedia Freehand, Final Cut Pro, BBEedit, QuarkXpress, Aldus Pagemaker, and some use of Illustrator, Fontographer, Streamline, iMovie, Microsoft Word, Microsoft Excel, Bryce, GoLive.

3 years PC experience with programs such as Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Adobe Premier, Macromedia Freehand, Macromedia Flash, Macromedia Dreamweaver, Microsoft Excel 2007, Microsoft Word 2007, QuarkXpress 6.0, FileZilla.

Hobbies & Awards

PADI Scuba Diver: Advanced Open Water Diver
RYA Day Sailor: Intermediate
Prince of Wales Award: Bronze

Competitions Taken Part In:
Sailing, Full Bore Target Shooting,
Paintballing, Cross Country Running
and Swimming.

Scuba Diving: My first scuba dive, got me so excited I enrolled on the PADI open water certification in September 2006. Since then I have passed both my Advanced and Rescue Diver Certification and am now in the process of taking my PADI Dive Master course.

Clubs: During my life I have been associated with a number of organization involving charities and youth training and development. I started with the Cub scouts, then progressed to the Sea Cadet Corps, where I found my love of sailing, canoeing and full bore target shooting, the latter of which I won several competitions in. Another group I spent time supporting was the Lions I and took part in many charity events with them to raise money for local groups. During my time in Switzerland I got involved in the design side of the Franz Webber Foundation, an environmental origination supported by Brigitte Bardot to try and help the world environment. Of late I have been using my skills to help out with the VISAR (Virgin Island Search and Rescue team) website and events.

Referees

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Curriculum Vitae