



Christopher "Luke" Nalker
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Work Experience:

01/2009 – Present | UI Artist | Hive7 | San Francisco, CA

Hive7 Creative Department

- Analyzing new and existing IP user flow, creating new UI designs as well as maintaining and upgrading existing UI. Concepting upcoming features and game design as it relates to the user interface.

01/2008 – 11/2008 | Sr. Designer | Metaliq | San Francisco, CA

Metaliq Design Team

- Worked closely with Developers, QA, Project Managers and other Designers to design and develop Rich Internet Applications.
- Conceptualized, Prototyped and Delivered User Interfaces for MS Zune Card and other Microsoft products utilizing MS Expression Suite for MS Silverlight platform implementation.
- Other duties include web design, storyboarding, illustration, demo reel creation and other marketing efforts.

06/2006 – 11/2006 | 3D Artist / Character TD | Radical Axis | Atlanta, GA

Radical Axis Commercial Division

- Rigging, Animation, clean-up modeling, and rendering for an internally developed feature film pitch (currently under production).
- Modeling, rigging, animation, and rendering for Chuck E. Cheese commercial spot aired on Cartoon Network.
- Character design, modeling, and rigging for "Squidbillies" Episode #17 "Terminus Trouble".

03/2004 – 12/2006 | Flash Developer and Animator | Moxie Interactive | Atlanta, GA

Moxie Interactive Creative Department

- Responsible for the creation of numerous Flash-based "micro-sites" for a variety of products and companies, including Coca Cola, UPS, and Verizon Wireless.
- Created Flash content and animation for digital advertising campaigns.

4/2003 – 2/2004 | Production Artist | Home Depot Corporate Office | Atlanta, GA

Home Depot Creative Media Department

- Worked with Creative Directors, Instructional Designers, Developers, and other artists to produce Home Depot's award-winning e-learning materials.
- **Advanced Product Knowledge Curriculum (APK)** - Duties included conceptual drawings, layout, storyboarding, modeling, texturing, and lighting. Also responsible for Flash interface design for the application.
- **Six Sigma** - Designed and prototyped user interface and other GUI elements. Worked closely with the development team on creating deliverable requirements and standards. Created storyboard sketches, graphics and animation for final assembly in Flash.
- **Product Knowledge Basics (PK Basics)** - Responsible for modeling and textured products and environments. Produced storyboard sketches and designs. Created instructional graphics and animations. Edited narrative audio and assembled all media assets for final delivery.

Technical Skills:

- 3D Studio Max
- Maya
- Photoshop
- Illustrator
- After Effects
- Premiere
- Flash
- Dream Weaver
- Fireworks
- MS Expression Suite
- Sound Forge
- Shake
- Source Save
- Win / Mac
- MEL
- HTML
- CSS
- Action Script
- PHP
- Java Script
- MySQL

Education:

03/2004 – 06/2006 | Savannah College of Art and Design | Savannah, GA
Bachelors Degree in Computer Animation

06/1998 – 03/2000 | Art Institute of Atlanta | Atlanta, GA
Associates Degree in Computer Animation

08/1997 – 06/1998 | IUPUI Herron School of Art | Indianapolis, IN
One Year of Course Work in Fine Arts – Transferred to AIA

References Available Upon Request