



Eric J. Basti

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Objective:

To obtain a design position where I can use my creative, graphic and interface design skills in a productive and stimulating work environment to produce effective works and solutions for clients' needs.

Education:

Obtained a BA in Visual Arts with an emphasis in interactivity, at the University of Maryland Baltimore County. (2004)

Qualifications:

I am well versed in Lingo, Java Script, Perl, C, and C++. Have a strong skill set in Adobe Photoshop, Adobe Illustrator, Macromedia DreamWeaver, Macromedia Director, Adobe AfterEffects and FinalCut Pro. I have an extensive background in modeling/ texturing/ and rendering with the following 3d tools; Strata 3Dpro, Wings3d, and Alias Wavefront's Maya. I have a strong sense of color and design, and am well suited to both group collaborations, and individual projects.

References:

Please contact me for an updated listing.

Employment:

2004- Current : Tier 1 & 2 Level Technical Support, (Vinciti-AQ, Hunt Valley, MD) Specializing in Apple Computer based products. Responsibilities include making managerial decisions, and providing either technical support or customer relations. Products supported include the Apple iPod, Powerbook, iBook, Mac OS 9, Mac OS X 10-10.4, iLife and iWork software packages, Quicktime Pro (Mac/Win), and the Airport software and hardware (Mac/Win).

2002-2005 : Freelance Sprite Designer/ Animator for Mac Yun Soft (Steinheimer Str. 25, 63450 Hanau, Germany). All projects required original sprite designs, and animations for several Macintosh based Video Games:

- **2004-05** : Azteks Revenge (Sprite Design and Animation)
- **2003** : Gnugs (Sprite Design and Animation)
- **2003** : Circus (Sprite Design)
- **2002** : Bomber Jack (Character Design, Sprite Design and Animation, MacOS X and 9 game icon.)

2003 : Freelance Designer for Yun Games (Steinheimer Str. 25, D-63450 Hanau, Germany). Works created were used for printing on cards, cubes and other board game pieces.

- **2003** : Das Schloss (Board designs, Character designs)
- **2003** : Picknick Panik (Card design)

2002 : Freelance Icon/ User Interface Designer for Stefano Ghielmi (Varese, Italy). Created icons to be used with the release of new MacOS X compatible programs.

- **2002** : Asynkeys! 1.7 (Application Icon, navigational graphics)

Honors:

2003-2004: IRC Fellows Scholarship (Imaging Research Center Fellow at the University of Maryland Baltimore County)

2004: Syrinx : A Sonic Garden (An Automatic Virtual Cave Environment) Created 3D polygonal models with an emphasis on low poly counts while still maintaining a strong visual. Textured (UV-mapping) and animated models with Maya, while also helping create the logic for the world's presence and the plant's growth.

2003: Listening Space Project (Sound Scout) Worked with a group of Fellows to create, design and test our location-aware sound environments using a Pocket PC and GPS card. I alone created an interactive demonstration using Macromedia Director which users could interact with on a personal computer without a need for a Pocket PC and GPS system.