

# jake rheinfrank

jrheinfrank@gmail.com  
847.922.1050 mobile  
<http://www.visualstorydesign.com>

461 South Atlantic Ave.  
Pittsburgh, Pennsylvania 15224

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## Objective

Full-time position as a user interface artist.

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## Education

### **Carnegie Mellon University**

*Entertainment Technology Center*

Masters of Entertainment Technology  
May 2008

### **College of Santa Fe**

*Moving Image Arts*

Bachelor of Arts 2006

## Skills

Agile Development  
Adobe Creative Suite  
Autodesk Maya & 3DS MAX  
Final Cut Pro Studio  
Avid Editing Suite  
C++, Java, HTML, CSS, Flash  
Rapid Prototyping  
Product Photography

Over three years of  
development experience.

## For fun

Guest talk and discussion at  
2nd Road Design Consultants  
Sydney, Australia to investigate  
how a story structure can be  
used to enrich the design process.

Guest instructor teaching Creative  
Suite at Carnegie Mellon University.

Make movies, tea, and photos.

## Employment

### **Media Designer** Fall 2008–Fall 2009

Entertainment Technology Center, Carnegie Mellon University

Responsible for interaction design, game design, video editing and compositing, and  
edit suite management.

### **Content Designer** May 2007–September 2007

Stargate Worlds, Cheyenne Mountain Entertainment

Generated story arcs, wrote world overviews, and created specific missions to fit within  
player level and race. Worked with world builders on geometry integration into story.

### **Lead Artist** June 2006–September 2006

Entertainment Technology Center, Carnegie Mellon University

PA cyber school disaster game summer project

Responsible for team management, as well as asset creation and pipeline coordination.

### **Teaching Assistant and Tutor** Spring 2006

College of Santa Fe

Camera Operation, Lightwave 3D (with Dreamworks' TJ Nabors), Adobe Suite.

### **Rental Manager** May 2005–May 2006

Serious Grippage and Light

Responsible for equipment check-in and out. Traveled to set on major productions for  
equipment malfunctions.

### **Production and Grip Assistant** June 2005

Randy Travis' "Angels" music video.

### **Production Assistant** Summer 2001

Scient Business Consulting, Chicago

Responsible for production of presentations, market research and user feedback.

## Graduate school project highlights

### iMobile

A social game designed to bring people together to play. Designed for Apple's iPhone.  
Responsible for art direction, including assets and research. Art lead, wireframing,  
prototyping, and user testing.

### Astorino

A system to investigate the correlation of architectural space and emotion.

Responsible for user research, proposals, prototyping, and deliverable mock-ups.

### Purifighters

Collaboration with Siemens and Walt Disney Parks and Resorts Online to create kid-  
friendly mini games about green technology—within an online "model city" meta-game.

Responsible for art lead, including wireframing, prototyping, and final asset creation.  
Shipped November 2007.

### Testers Wanted

A game scenario currently at over 590,000 YouTube views.

Responsible for team management, prototyping, experience testing, and final  
asset creation.