

# KRIS KINNEY

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## EXPERIENCE

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### **NOKIA**, Palo Alto, CA

*Creative Lead, 2008 – Current*

Nokia is a Finnish multinational communications corporation. I work within NRC (Nokia Research Center) Palo Alto as part of the global technology marketing team. As the Creative Lead, my primary responsibility is to maintain consistency of the Nokia brand within NRC projects. I create videos, presentations, websites and printed materials to support marketing efforts across 13 locations worldwide in addition to supporting global corporate events where necessary. I also manage contractors/vendors working on overflow projects and am responsible for creating a Flash-based interactive demo system networked across all NRC labs.

### **INHANCE DIGITAL**, San Francisco, CA

*Director of Interactive Media, 2002 – 2008*

Inhance Digital Corporation specializes in interactive marketing experiences combined with high-end video compositing and 3D cinematic animations. Primary responsibilities include creating websites, Flash applications, kiosks, CD-ROMs, and multimedia presentations. In addition to the responsibilities of Senior Multimedia Developer, I work with 3<sup>rd</sup> party vendors/independent contractors, manage project timelines and development cycles, draft proposals, storyboard technical and creative concepts, and manage clients for simultaneous projects including Cisco, Boeing, and Discovery Channel.

### **JONBAR POINT**, San Francisco, CA

*Partner/Founder, 2000-2002*

Jonbar Point was a rich-media creative group focused on developing Flash and 3D animations, presentations and information/ecommerce focused web sites. I developed presentations utilizing 2D and 3D techniques for a spectrum of clients including Yamaha, Kohler, and The Direct Marketing Association and partnered with a commerce backend provider to help develop a turnkey yet customizable, template-driven ecommerce solution. I managed projects from inception to completion including: drafting proposals, managing clients, graphic design, programming, testing and final delivery. Additionally, I drafted information architectures that blueprinted intended web content structure prior to engaging in any major development cycles which ultimately led to shorter production times and delivery of products that were more intuitive and mirrored expected results.

### **BRAVO! MARKETING**, San Francisco, CA

*Senior Designer, 1998-2000*

Bravo! Marketing is an integrated marketing agency that provided services related to corporate identity, advertising, Web design, public relations and marketing. While at Bravo!, I designed and produced Web sites, software demos, presentations and intranets for a spectrum of clients while constantly ensuring continuity where overlapping occurred in other departments such as ad campaigns or print ads for the same client. I developed corporate identity concepts and logo designs, lead brainstorming sessions, and eventually focused on acting as the client-creative department liaison on projects to ensure client input was accurately reflected in the work being created while additionally training/managing junior level designers.

### **ANOMALY SOFTWARE**, Arcata, CA

*Co-Founder, 1997-1998*

Anomaly Software was an entertainment software developer for the PC platform. I was responsible for GUI design, game environment graphics and animated sprites and overall level design. I created 3D character animations using a mixture of inverse kinematics and manual key framing techniques and worked closely with the development team to provide optimized graphic deliverables. On a higher level, I additionally composed and maintained the business plan with partners and managed external workflow with contractors and other contributors.

### **INNOVUS, INC.**, Salt Lake City, UT

*Creative Director, 1991-1997*

Innovus was a software company that also provided interactive kiosks and training applications created using an in-house authoring tool. My responsibilities included graphic design and production of kiosk applications, tradeshow booths design, creation and editing of digital audio/video, software packaging design, sales and marketing presentations, template specification/development and reproduction of printed maps and charts via Adobe Illustrator for electronic display. I also generated 3D animations for promotional videos, software splash pages and application wizards. Eventually I focused more on managing projects to meet development schedules and reviewed creative team work for accuracy and continuity. While managing and training junior/entry level designers, I also acted as the creative group liaison between Development, Marketing, Sales and Executive teams.

## EDUCATION

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### **UNIVERSITY OF UTAH**, Salt Lake City, UT

*1989-1991*

Studied towards Electrical Engineering with emphasis in computer science and Japanese written language.

## SOFTWARE/TECHNOLOGIES

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**Software:** Photoshop, Illustrator, 3D Studio Max, Flash & Action Script 2, Dream Weaver, Image Ready, Final Cut Pro, Premier, After Effects, Audition. Microsoft Word, PowerPoint, Excel, Access, Outlook, Project. HTML, XML, CSS, JavaScript.