Robert Boyle
portfolio- rboyle.net

Multimedia Designer Crafting Digital Experiences And More
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EXPERIENCE

Artist, Designer and Illustrator at RoBo-Design | Taunton, MA   July 2010-Present
Creating Animation, Illustration and Graphic Design for Novelty Gifts, Pet Portraits, Print on Demand artist at INPRNT.com, Commercial and Fine Art. Recently exhibiting with Brassworks Gallery in Portland OR. (2019 - 2021)

Artist/Animator at Lexia Learning Systems | Concord, MA   July 2011- June 2012
Working with product development team to design animation for leading edge K-5 Reading Software, Lexia Core 5, for browser and mobile deployment, incorporating UX feedback and best practices. This was a full-time role with the Agile/Scrum project team working alongside Curriculum Experts, Project Managers, Programmers, and Designers.

Animator and Web Designer for Hasbro.com | Pawtucket, RI   June 2008 – November 2008
Worked with marketing department to create animation and marketing materials, including banner ads, product demos, character animation, and brand environments, across many Hasbro brands (Transformers, GI Joe, Littlest Pet Shop, Scrabble, Marvel Comics, Trivial Pursuit, Room Tech) Directed photography of products for use in animation.

Interactive Designer/Animator at 360Kid | Newton, MA   October 2005- June 2010
Worked with product development teams for a leading children's interactive media company to create animation, design, graphics, storyboards, thumbnails, wireframes, flows and interfaces for desktop, mobile/tablet, including: online product marketing, interactive learning software, serious games, CDROM, web and DVD video.
Clients: American Public Media, Leapfrog, Inflexxion, Hasbro, Learning.com, Pokémon, MIT, Skill-Life Inc., PBS/Sesame Workshop and Nickelodeon

New Business Analyst at ING Financial Services | Hartford, CT   January 2001- September 2005
Handled agent coordination and new enrollment processing for retirement plans (403(b), 457, and 401(a)/401(k). Replacement and NY Regulation 60 requirements for account transfers. Suggested improvements including an automated online enrollment form generator and a java based replacement for the current Windows only based applications.

Interactive Artist/Animator at Funnybone Interactive | Canton, CT   November 1994- January 2001
Worked with product teams to design, illustrate and animate children's educational and entertainment interactive multimedia products, CDROMs, language learning software and interactive storybooks. Created game screens and graphics including background and character design, graphic design and user interfaces.
Titles: Quest For Camelot -Dragon Games, Knowledge Adventure, Stay Tooned!, Schoolhouse Rock -Grammar Rocks, Jumpstart Spanish, Fisher-Price Big Action Construction, Jungle Train. Clients: Electronic Arts, Davidson Software, Sierra On Line, Knowledge Adventure, Warner Bros. and Fisher-Price.

Skills:	Software:
Empathy, Listening	Apple Mac OSX, IOS
Hand Sketching/Drawing	Microsoft Windows 10
Digital Painting and Illustration	Ubuntu Linux 18.04
Wacom Cintiq/Apple Pencil -Ipad Pro	Adobe Photoshop CS3, CS4, CS5.5, CC
Adobe Flash/Animate Animation	Adobe Flash/Animate CS3, CS4, CS5.5, CC
Illustration in Oil, Acrylic, Watercolor, Pencil, Pen and Ink	Adobe Illustrator CS3, CS4, CS5.1, CC (Vector graphics)
Visual Design	Adobe After Effects CS5.5, CC
Graphic Design	Adobe Audition CS5.5 (sound design and editing)
Vector Graphics	Adobe Dreamweaver CS4
User Interface Graphics UI, UX	Microsoft Office 2011, Excel, Word, Outlook, Power Point
Web Design	Zbrush Core 2021 (3D Modeling in OSX)
Model Sheets	Nomad (3D Modeling IOS)
Sound Design	Audacity (Sound editing)
Storyboarding	Procreate (digital Illustration and painting IOS)
Motion Graphics	Toon Boom Animate Pro (now called Harmony)
Video Editing	Krita (cross platform painting program)
Title Design	GMIC/GIMP (open source computer graphics)
Audio/Image/Video formats and compression	Clip Studio Paint 1.5 (Paint and Illustration, OSX)
Image Optimization	CDHK (shoot in RAW using consumer grade Canon cameras)
Digital Photography	Instagram (social media, portfolio, inspiration and image sharing IOS)
Word Processing	Google Nik (digital filtering and image manipulation for digital photography)
Unix command line	
3D Modeling	

EDUCATION

Rhode Island School Of Design, Providence RI
Bachelor Of Fine Arts 1990 Illustration
Http://rboyle.net