

rob zeigler

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Full Sail Online – Creative Content Developer (2008 - Present)

- Responsible for all pre-production, production and creative for 4 - 6 video / animation scripts per month (45 seconds to 1 minute 30 seconds average)
- Extensive use of Final Cut Pro, Adobe After Effects, Photoshop and Illustrator to create video and motion graphic elements
- Utilize production techniques including lighting and filming interviews, on location shoots and guest speaker segments. Solely responsible for completing all video and illustrative tasks from start to finish. Consistently draw on years of pipeline experience to ensure timely project completion.

Full Sail – Career Development – Employer Liaison (2007 - 2008)

- Managed over 1,500 career leads for Full Sail's Computer Animation and Game Development graduates. Extensive phone use and intense responsibility to manage all aspects of lead processing. Acted as a representative on behalf of Full Sail University to prominent visual effects companies and game development studios via phone, e-mail and in person. Daily use of administrative and interpersonal skills.

Full Sail – Demo Reel + Compositing – Instructor (2004 - 2007)

- Responsible for all aspects of lab environment - operation of computers, maintaining lab A/V equipment, lecturing class-wide as well as assisting students one-on-one. Utilized my knowledge of Autodesk Maya, Apple Shake and the Final Cut Studio to assist with student projects and facilitate the avoidance of obstacles along their path. Utilized project management skills to assist students with compositing projects and oversaw the creation of demo reels.

Inline Studios – Graphic Designer (2003 – 2004)

- Marketing, branding, motion graphics, video editing

Xtreme Shopping Network – On Air Graphics (2003)

- Commercial creation, on-air graphic creation and broadcast production

Ballistic Pixel Lab – Internship (2002)

- Render checking and asset management for "Digital Juice" production

Software Proficiency: Final Cut Pro, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Apple Shake, MS Office Suite

Software Exposure: Cinema 4D, PFTrack, Nuke, Maya, SynthEyes

Education: Associate of Science Degree in Computer Animation – Full Sail 2001
Bachelor of Science in Entertainment Business – Full Sail 2011