



EDUCATION

Savannah College of Art and Design

Savannah, Ga 2003 - 2005
Masters of Fine Arts in Animation
GPA 3.88/4.0

Georgia Institute of Technology

Atlanta, Ga 1997 - 2002
Bachelor in Science in Computer Science
(Focus in Computer Graphics)

SOFTWARE SKILLS

Design/Illustration

PhotoShop, Illustrator, InDesign

Video/Motion Graphics

AfterEffects, Premiere, Audition

eLearning

Captivate, Storyline

3D

Maya, Blender, 3D Studio Max

Web Design

HTML 5, CSS 3, JavaScript, Wordpress,
SharePoint, Bootstrap

TRAINING/AWARDS

Special Achievement Award

Exceptional Performance,
Northrop Grumman (2011)

The Art League School

The Art of Caricature (2011)
Mastering Cartooning (2011)

George Mason University

Web Development Certificate (2012)

Ledet Training

Web Accessibility and Section 508 (2013)

Sessions College

Animation and Special Effects (2016)
Animate II Course (2017)

Certificate of Appreciation

Exceptional Contributions to the
Department of State (2020, 2023, 2024)



Rob Boots

Multimedia Designer

PROFILE

I'm an accomplished graphic artist with over 20 years of experience delivering creative, effective design solutions across a wide range of media. My expertise spans illustration, eLearning, branding, print media, web design, motion graphics, video editing, and front-end web development using HTML, CSS, and JavaScript. I specialize in translating client visions into compelling visual experiences, always approaching design challenges with a problem-solving mindset. From concept to execution, I've worked on diverse projects across industries, staying current with the latest design trends and technologies to ensure every solution is modern, polished, and purposeful.

WORK

2021

SENIOR UI/UX DESIGNER at PALTECH INC., REMOTE

- Illustrated a first of its kind multi-issue, comic style children's magazine to help foreign service families with their transitions from post to post.
- Provided motion graphics and video editing to 44 multimedia video segments for a pre-crisis leadership exercise featured in the Ambassadorial Seminar at the Foreign Service Institute.
- Designed essential life saving eLearning courses such as Basic Trauma Skills being used by Department of State employees to introduce ways to save someone who has been severely injured.

2018

MEDIA SPECIALIST at COLEY AND ASSOCIATES, ARLINGTON, VA

- Lead designer on a variety of eLearning courses that include custom illustrations, animations, and responsive web design that adhere to 508 accessibility standards at the Foreign Service Institute.
- Created branding, including logo and web design for Secretary Pompeo's One Team initiative that aided in bringing cohesion and shared mission across employee groups at the Department of State.
- Designed promotional material made up of email newsletters, marketing brochures, PowerPoint presentation graphics, SharePoint site designs, and infographics.

2017

MULTIMEDIA DESIGNER

at MILLENNIUM ENTERPRISES, FAIRFAX, VA

- Lead the push to incorporate future technologies including virtual reality, 360 video, and live streaming augmented reality into eLearning training, working with clients including USAID and the American Association of School Administrators (AASA).
- Designed the interface and aided in the development of the mobile app ForeverBLU on Android and IOS.
- Designed and built the website ForeverXR.com using Bootstrap, HTML, CSS, and Javascript.
- Created the branding and marketing styles for the company through logos, capability videos, and brochures designs.

2015

SENIOR PROFESSIONAL WEB DEVELOPER at CSRA, REMOTE

- Developed graphics and animations including custom characters, motion graphics and interactive tools - contributing to the programming of e-learning training courses for the Defense Acquisition University (DAU).

404-944-1764



robmboots@gmail.com



www.BootsDesigns.com





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2013

MULTIMEDIA DESIGNER/DEVELOPER

at 1ST AMERICAN SYSTEMS AND SERVICES, WASHINGTON DC

- Collaborated with a course development team consisting of Project Managers, Instructional Designers, and Subject Matter Experts to design and develop Web-based training for the Federal Aviation Administration (FAA).
- Lead designer on multiple projects that included user interface designs, info-graphics, interactive designs and animations. Developed complex branching, remediation, and navigation in eLearning courses using advanced actions in Adobe Captivate.
- Created immersive learning simulations and scenarios through 3D animations and motion graphics.
- Provided an enhanced learning experience through the design and development of interactive games.

2011

GRAPHIC ARTIST at NORTHROP GRUMMAN, FAIRFAX, VA

- Lead Designer for multiple major proposal efforts working with tight deadlines and using the company standards for quality, style policies and procedures.
- Generated original graphics and illustrations to translate technical words and concepts that visually demonstrate data in a persuasive presentable form.
- Created video presentations for products and capabilities through motion graphics and video editing.
- Designed custom website compositions and logo designs and presented them to clients.
- Worked with developers to create the website's front end using HTML, CSS, Javascript, Joomla and Wordpress.
- Created 2D character animation cycles for a gaming environment.
- Illustrated cartoon characters for the Central for Disease Control podcast series 'Kidtastics'.
- Created animated shorts from concept to completion including developing stories, storyboards and final animations.

2007

3D ARTIST AND LEAD ANIMATOR

at ANGLE INC., SPRINGFIELD, VA

- Played a key role in the development of Wavelore, a DDG ship simulator that has been used by the Ohio State ROTC program.
- Created efficient and high quality models, animations and textures including 3D characters, ships, assets and user interface graphics.
- Was able to translate the needs of the programmers to the artist to add new features to the simulator.
- Promoted the company through maintaining the website, creating marketing brochures, and presenting the simulator to potential clients at trade shows.

2005

3D ANIMATOR AND MOTION GRAPHICS ARTIST

at FOURFRONT STUDIOS, SAVANNAH, GA

- Designed high impact motion graphics and character driven 3D animated television commercials for a variety of clients.
- Produced, directed, and animated commercials from concept to completion including a 30 second spot for Comcast Cable.
- Worked directly with clients to give creative input and design direction helping to tell effective stories through animation and design.
- Ability to work calmly and efficiently in a high-pressure production environment.