

## WILLIAM COLIN FREEMAN

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### PROFILE

A motivated and enthusiastic person seeking a career teaching people the art and science of digital media. I have over twenty years of experience creating media, animation and programming for user centered interactive digital media. In addition to my past experience, I have a broad range of interests including robotics, physics, "Making", sculpture, illustration, and teaching others through the use of digital media in all its forms.

### EDUCATION

University of Tennessee Knoxville, Knoxville, TN

**B.F.A. Honors in Graphic Design and Illustration**

1991

Areas of Concentration: Graphic Design, Computer Animation

Minor: Illustration

### TEACHING EXPERIENCE

Georgia State University, Atlanta, GA

**Instructor – Advanced Multimedia and Computer Animation**

September 2000 – May 2001

Responsible for teaching advanced multimedia to senior level students, in bi-weekly lab practicum and lectures. Designed the syllabus, course structure and administered grades for the class.

### RELATED EXPERIENCE

IBM, Atlanta, GA

**Rich Media Solution Architect**

January 1997 – Present

Created solution architectures and developed front-end multimedia applications for various clients. The range of projects I was fully responsible for included cloud based GPU-accelerated super-computing applications, multi-lingual kiosks, online massively multiplayer 3d games, rich internet applications, online virtual world simulations for training and gaming, 3d animations, and many other digital media installations.

Georgia State, Atlanta, GA

**Instructor**

September 2000 – May 2001

Responsible for teaching senior level students technologies related to multimedia production. The range of projects taught in the course included, interactive web site development, 2d computer animation, 3d computer animation, video post-production, and game development.

Theta Interactive, Oak Ridge, TN

**Creative Director**

December 1993 – January 1997

Directed a team of designers and programmers in the development of interactive kiosks, multimedia applications, and web sites.

Computer Artworks, Cincinnati, OH

**Interactive Designer and Programmer**

March 1993 – December 1993

Developed computer presentations published in CD-I format for commercial applications and tradeshow presentations.

Theta Technologies, Oak Ridge, TN

**Multimedia Developer**

June 1991 – January 1993

Developed computer presentations published in Compact Disc, Laser Disc, and CD-I format for commercial applications and tradeshow presentations.

### PUBLICATIONS AND PATENTS

*"Self-Adapting Virtual Small Keyboard Apparatus and Method"*

Patent application number 20090189864 – A published patent for a method to create a virtual self-adapting keyboard for small devices.

2009

## PUBLICATIONS AND PATENTS CONTINUED

*"Method For Modeling And Animating Object Trajectories In Three-Dimensional Space"*

Patent application number 20090189864 – A method for creating and modeling 3d trajectories based on limited data sets.

**2008**

*"Creating Striking Graphics with Maya and Photoshop"*

Chapter 9: Recreating Egyptian Antiquities – A chapter describing one of my projects for IBM and the Egyptian Museum in Cairo

**2004**

## LANGUAGES

English – Native language

Spanish – Speak, read and write with basic competence

Chinese – Speak with basic competence

## RELATED SKILLS

Autodesk Maya (12 years)

Pixologic Zbrush (6 years)

Adobe Photoshop (20 years)

Adobe After Effects (16 years)

Adobe Flash/Flex (13 years)

Torque 3d Game engine (6 years)

Unity Game Engine (5 years)

HTML5/JavaScript (3 years)

Project management (20 years)

Solution Architecture (17 years)

Sculpture (24 years)

3d modeling (22 years)

3d printing (4 years)

HTML/XML (14 years)