

KIM HUGHES

CURRICULUM VITAE

PERSONAL INFORMATION:

Online Portfolio: www.ki-mo-no.com

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PERSONAL STATEMENT:

I am a creative, self-motivated designer capable of applying strong aesthetic sensibilities to the development of exciting and interesting concepts. My main strengths lie in my ability to learn and adapt quickly to new challenges. I work well under pressure, both as an individual and as part of a team.

I have developed an extensive range of skills over five years of interactive digital media design and production. Two years of professional experience has enabled me to work with major companies, such as MTV, from concept to completion.

EDUCATION:

2000 – 2004: **University of Plymouth, Devon, UK**
Bsc (HONS) MediaLab Arts
Grade: 2.1

Bsc MediaLab Arts is a unique digital arts orientated degree formed from a synthesis of fine art theory, graphic design, elementary scripting in multiple programming languages, business studies, sound practice, entertainment systems and digital production across multiple platforms.

1999 – 2000: **Central Saint Martins College of Art, London, UK**
BTEC Diploma in Foundation Studies
Grade: Distinction

1992 – 1999: **Nonsuch High School For Girls, Surrey, UK**
A-Levels: Art A, Business Studies D, Geography E, General Studies D
GCSE: 9 GCSE's grade A* to C (inc. Maths and English)

ACHIEVEMENTS:

Awards:

September 2004: **Europrix 2004 Top Talent Quality Seal, 'minyuns!'**

July 2004: **Overall Winner of the Submerge Awards 2004** for most Creative, Innovative and Commercially viable product, 'minyuns!'

November 2003: **BIMA nomination** for 'Best Use of the Internet', 'The Ark' specialmoves

Exhibitions:

July 2004: **Submerge, Bristol**

April 2004: **Culture Industries Redefined** conference, Plymouth, reading paper 'Mobile Society: The merging of mobile and games Industries'

April 2002: **//Re:start, Sherwell Centre, Plymouth**

Print:

July 2004: **Computer Arts, Graduate Showcase 2004**

PROFESSIONAL EXPERIENCE:

October 2004 – present:

Freelance Creative Designer

MTV Animation series

I was given the opportunity to be senior designer of a selection of original character and background designs for a new 8 piece animation series, primarily designed for 3G phones. This role required creative initiative and the need to work closely with other members of the team.

September 2005:

Designer

Soap creative, Sydney, Australia (www.soapcreative.com)

While in Sydney I worked on a variety of design projects with the Soap team, such as a Ralph Lauren promotional game, illustrations for a Fox website, icons for a Bacardi pitch and game assets for Pacific Magazines.

2004:

Freelance Designer

Stickee, Marlow, UK (www.stickee.co.uk)

In 2004 I worked for stickee as a creative on various projects such as CBBC and MTV pitches, a Virgin website and product label design.

July 2002 – July 2003:

Junior Designer

specialmoves, London, UK (www.specialmoves.com)

My industrial placement year was with specialmoves. This gave me the opportunity to be directly involved in a variety of high-profile multimedia projects for clients such as MTV (notably the award winning 'Osbornes' microsite) and Universal. My role included all facets of interactive media design - from concept development to production and testing. The varied range of work enabled me to extend and develop my professional skill-base both in communication and practical aspects.

PRACTICAL SKILLS:

Software: Proficient in Adobe Photoshop and Illustrator plus working knowledge of Adobe ImageReady, InDesign, Macromedia Flash, Dreamweaver and Director.

Languages: Competent in basic HTML and CSS.

FURTHER EXPERIENCE:

1998 – 2000: Customer Services Assistant, Waitrose Ltd, Banstead, UK

1998 – 1999: Customer Services Assistant, St Raphael's Charity Shop, Cheam, UK

Part-time work that involved dealing with customers, stocktaking and working as a cashier. Both jobs required self-discipline and teamwork.

June 1998: Classroom assistant, Greenwrythe Primary School, Sutton, UK

This role involved responsibility and interacting with children of different age ranges.

July 1997: Work Shadowing, Speedwing Mobile Communications, British Airways, UK

Office Assistant for Speedwing Mobile Communications - answering telephone queries, updating databases and other general office work.

June 1997: Work Shadowing, The Meteorological Office, Bracknell, UK

My role of assistant to the UNIX support manager and intranet graphic designer gave me an introduction to working with computers and technology.

INTERESTS:**Design and Video Games:**

My main pursuits are art, design and video game culture. I have taken an active interest by visiting various exhibitions such as the Venice Biennale and the 2004 Tokyo Games Show, where I was lucky enough to preview the Sony PSP. Character design is another personal interest of mine and I have recently submitted 5 characters to Pictoplasma's 'Bunny Mandela' poster project.

Travel:

In the past year I have been able to indulge my passion for travel by visiting New York, Dubai, Tokyo, and Vienna. I also spent three months in Australia visiting Sydney, Brisbane and the Great Barrier Reef.

REFERENCES:

Available on request