

Travis Snow

www.tsnowman.com



Personal Statement

Looking to secure a position which will make use of my skills and knowledge within motion graphics, video, graphic design and 3D modelling. Started as a freelance Graphic Designer in 1994 and got into video (shooting, editing and directing) in 2005. Currently pursuing my Bachelors Degree at The Art Institute of Houston in Game Art & Design. Many years of experience serving clients, one-on-one, as well as group settings. Constantly trying to learn new skills and continue to master my skills and talents.

Skills, Software & Accomplishments

- Logo Design
- Print Design
- Brand Unity
- Web Design
- Video Editing
- Video Shooting
- Motion Graphics
- Autodesk 3DS Max
- Adobe After Effects
- Adobe Dreamweaver
- Adobe Flash
- Adobe Illustrator
- Adobe InDesign
- Adobe Photoshop
- Final Cut Pro
- Maxon Cinema 4D
- Logic Pro
- Motion
- Soundtrack Pro
- Wordpress

▶ So Stimulus Entertainment (www.sostimulument.com)

- Completely branded a consistent web presence from just a logo
- Shot, edited and directed three music videos
- Created several album covers, t-shirts and a watch line
- Art Directed multiple photo shoots
- Mixed and Mastered several tracks

▶ Stretch-n-Grow of Houston (www.houstonsng.com)

- Updated print materials with a consistent look from existing logos
- Created an HTML5 website consistent with print materials (2009)
- Revised/streamlined a responsive website with Wordpress (2016)
- Shot, Directed and Edited a marketing video (2009)

Experience

▶ Brian Gavin Diamonds

- Shot all photographs of customer jewellery on a daily basis
- Photographed each new diamond that came in
- Photographed and made a 360 degree interactive video of each diamond

2013-2015

Video/Photo Specialist

▶ Phillips 66 (After split off from ConocoPhillips in 2012)

- Started at ConocoPhillips as a contractor through The Creative Group
- Hired on full-time in January of 2006
- After working in the Graphics department for six years I was promoted to the Video department
- Shot, produced and edited internal communication videos and stories for most of the business units within the company
- Edited daily with Final Cut 7 and used After Effects, Photoshop and Illustrator with the occasional animation job using Cinema 4D
- Maintained the VideoSAN which was an Apple Xserve environment with 3 Xserve's and 4 editing clients

2003-2013

Videographer/Editor

▶ Robley Marketing, Inc.

- Created promotional materials for Danner such as billboards, magazine ads and product packaging
- Typically received sketches and ideas through brainstorming sessions and created those ideas electronically
- Used Quark X-Press, Adobe Illustrator and Adobe Photoshop
- Maintained the entire network of Macs and the company server

2000-2002

Production Artist
& Mac Support

Education

▶ The Art Institute of Houston

- Graduated with a Bachelor's Degree with a 3.80 GPA in the Game Art & Design program

2015-2018

Bachelor's Degree

▶ Mt. Hood Community College

- 3.82 GPA at the highest rated Graphic Design program in the Portland area at the time
- Students came from Universities that said they learned more there in one semester, than they had in one year

1993-1995

Assoc. of Arts Degree
Graphic Design

References available upon request