Chantel A. Copes

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Objective: To obtain a challenging position in the IT-Multimedia/Graphics field.

Education:

ITT Technical Institute Norfolk, VA
Bachelor of Science: Digital Entertainment and Game Design   (September 2006)
Associate in Applied Science: Information Technology/Multimedia   (September 2004)

University of Maryland Eastern Shore Princess Anne, Maryland
Bachelor of Arts: English/Non teaching and a Minor in Telecommunications   (May 1998)

Skills:

- Knowledgeable and experienced in Adobe Suite Creative Cloud, 3D Studio Max, NGRAIN Producer Pro, Microsoft Suite, Final Cut Pro, Google Sketchup, Titlewave Inscriber ,and Element 3D.
- Knowledgeable in Captivate, Visual Design, Animation, Scripting, and Web Authoring
- Experience in Video Camera Operation, Still Camera Operation, Video and Audio editing

Technical Skill/Experience:

- Responsible for 100 of the graphics created at Norfolk State University and Hampton University during their football and Basketball Seasons. Programs used are in-house graphic programs, Photoshop, After Effects, and 3D max
- Responsible for 65% of the graphics created at Harbor Park and the Norfolk Scope during Hockey season and special sports events. Programs used are in-house graphic programs, Photoshop, and 3D max
- Responsible for 95% of the graphics created at Norfolk Scope during the MEAC Basketball Tournaments. Programs used are in-house graphic programs, Photoshop, After Effects, and 3D max
- Designed a prototype game simulation which involved a sports event utilizing 3D Studio Max
- Created a game level for a video game utilizing 3D Studio Max and Photoshop
- Utilized Action Script / HTML 5 in Flash /Animate to develop game modules
- Assisted in the design of both the Men's and Women's basketball introductions for the Ted Constant Convocation Center for the 2007-08 seasons and the 2008-2009 seasons
- Redesigned a computer based training program for the Navy using Dreamweaver and Flash
- Designed a magazine cover utilizing Photoshop for a class project
- Created a training module using Flash on how to use the company timesheet

Work Experience:

Cape Henry Associates (2014 – 2017)
Lead Graphic Artist: Produce illustrations, two dimensional graphics, three dimensional graphics support learning objectives. Created and revised static and animated graphics. Developed and revised graphic storage database systems and graphic request modules for easier workflow. Assigned graphics to other team members and was the liaison between the department and the Instructional designers.

Hampton University (2016-Present)
Graphic Specialist/Animator: Produce illustrations, two dimensional graphics, three dimensional graphics and animations for their athletic teams in William Price stadium. Responsible for entering data in their show controller which allows the graphics to be seen on the video board. Also created graphics for print and web distribution.

Norfolk State University (2012-Present)
Graphic Specialist/Animator: Produce illustrations, two dimensional graphics, three dimensional graphics and animations for their athletic teams in William Price stadium. Responsible for entering data in their show controller which allows the graphics to be seen on the video board. Also created graphics for print and web distribution.

Rollout Systems (2010-2011)
Graphic Specialist/Programmer: Produce illustrations, two dimensional graphics, three dimensional graphics and animations to support learning objectives. Created and revised static and animated graphics. Developed and revised various instructional media products. Created materials for interactive technologies which include computer-based training, interactive courseware, web-based training, and electronic teaching or instructional tools.

Craig Technologies (2006 -2010)
Graphic Specialist: Produce illustrations, two dimensional graphics, three dimensional graphics and animations to support learning objectives. Use computer-aided design systems and artistic techniques to create and revise still graphics and animations. Interface with Senior Graphic Specialist, Instructional Developers, and Programmers to support program requirements

Tidewater Tech Online (2005 – 2006)
Instructional Designer: Implemented online course building of classes that have been delivered from the educational team. Duties included preparation of courses within the course management system, preparing multi-media content of lecture material, creating lecture notes, preparing course exams and assignments in an online delivery format, and interfacing with the educational staff and IT staff.

Comcast/Global Spectrum (2004-Current)
Camera/Graphics Operator: Managed videotaping/camera for action shots as well as creating and displaying graphics for events at the Ted Constant Convocation Center at Old Dominion University. Tapings include Men's and Women's basketball games and other events occurring at the Convocation Center. **Achievements**: "Ted Constant Center HYD Hall of Fame Award" (2009).

Lifetouch National School Studios (2003-2005)
Trainer: Maintained and trained employees in the procedure of repairing photos that had been damaged. Operated machinery related to the different products that were offered by the company. Acted as a liaison between employees and supervisors in relation to company policy and upcoming events involving the employees.

High Impact Television Systems (2002-Current)
Camera/Graphics Operator: Manage video taping/camera for action shots as well as creating and displaying graphics of the Norfolk Tides baseball team, the Norfolk Scope, and concerts at the Virginia Beach Amphitheatre. Duties also include some engineering and associate producer tasks as well.

WNSB-FM 91.1, Norfolk, Virginia (1998 –2001)