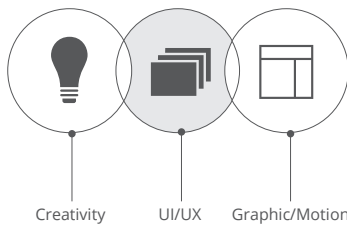


## PERSONAL STATEMENT

Motion/Interactive Graphics Designer and a full-stack iOS Mobile Designer/Developer. Creating and integrating custom APIs for mobile development. Learning Unity and mobile game development. I have a passion for creating and I see applications as merely tools to accomplish ideas, concepts and dreams.

I have always had an art background, but I have in the last decade have developed software and coding development to take ideas into a reality for personal and client projects. Many projects are not on my portfolio site, but I have an extensive project history that I can always draw from for inspiration.

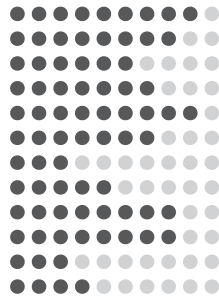
## SPECIALITIES



## DESIGN SKILLS

### 01 Computer

Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Adobe After Effects  
Adobe Flash  
HTML5 & CSS3  
Javascript & JQuery  
REST & SOAP APIs  
iOS/Swift/Xcode  
Aperture/Lightroom  
C# / C++  
Objective-C



### 02 Knowledge

Grid & Auto-Layout.  
Good Design Conceptualization.  
Color theory knowledge.  
Image editing.  
Web & Mobile Usability.  
Interface Design.  
Interactive Motion Design

## EDUCATION

- From August 2014 to February 2017.  
Mobile Application Development.  
Udemy.com
- From August 2004 to May 2008 - SA  
Advanced Graphic Design & Photography BFA.  
University of Houston, Texas USA.
- From Sept 1997 to December 2000  
Advanced UI/UX and Multimedia Production.  
NHMCCD, Harris County, TX USA

## WORK EXPERIENCE

# 1

### IOS DESIGNER & DEVELOPER

Freelance - CoryBilleaud.com 2014 - 2017  
Building iOS applications with 4 apps in the iOS app store. Using popular frameworks, APIs, building Xcode IB UI from PS mockups near pixel-perfect. Able to fork frameworks into a new API for a project. Custom API creation and integration using NodeJS and MongoDB. Creating and printing 3D prints with 3D printing.

- **DAZE WEATHER** - Designed and coded a Swift weather app using the OpenWeather API. App uses current weather and forecast data and can customize background colors, and include a background image from the user's photo library. Future release will have feature to select custom primary colors and secondary colors.
- **POKEQUEST** - A Swift app with parts converted from Objective-C that uses the pokeAPI, contains a searchable pokedex from the pokeAPI. Main use of app allows users to create/edit a profile from a login either from a Firebase AuthO or Facebook Login SDK. App then uses Firebase Database, Firebase Storage to store crowd-source profile data. Users can create Pokemon sightings which stores the Userid, time found, and other relevant data. The instance is shown on a localized map query using GeoFire. Users can search the app for specific instances, then click the profile who created the instance, or click on the map to find directions to the instance in Maps. All customized CocoaTouch classes from Annotations, AnnotationViews, Callouts, CalloutViews, and Half Modal Presentations were generated for this app.
- **DROPZZ** - A swift App allows crowd-sourced data to make locations for free wifi, iBeacons, USB, Live or other internet connectivity for users who do not cellular or internet connectivity. Dropz2 uses Firebase, Firebase Storage, GeoFire, and other frameworks so users can take images, list location and instance details.
- **ZPEDIA** - This swift app is a Marvel Universe Character and Comic Encyclopedia using the MarvelAPI. Using CryptoSwift, Dollar, Kingfisher, Alamofire, Moya, ObjectMapper, Result, Reusable, RxSwift, and SwiftySoup Frameworks. Searchable requests to the MarvelAPI and returns results that are parsed in JSON into custom data classes to update app UI. Extended the MarvelAPI by extracting the wikiURL to load wiki webpage and parsed using SwiftySoup. The extracted html elements are then updated to the app UI. Conditional statements are written to handle the MarvelAPI characters that do not have wiki pages and displayed into another custom UI. The comics section of zpedia requests and pulls data into a custom collectionView when then is selectable and the api data then updates the UI, and a link button when clicked sends the user to the Marvel Store to purchase the publication.

# 2

### IT TECHNICIAN

Goss Communications 2012 - 2014  
On-site/Off-site Tech Support including cabling, terminating, hardware installation, software installation and Enterprise Server and Software support. Traveled to corporate client sites and performed support/installation as needed. Remotely logged into client computers and resolved hardware/software issues. Also installed Citrix terminals for employees that connected to corporate servers to complete purchasing requirements. Most corporate clients were based in Windows, but troubleshoot Mac-based clients as well to resolve workflow issues.

# 3

### GRAPHIC DESIGNER/PHOTOGRAPHER

TIFCO Industries 2010 - 2011  
Photographed, edited and created graphics from parts to corporate literature for custom made brochures, web and catalog graphics. Also created custom flash applications for various projects. Video was produced and edited in Premiere and After Effects. Graphics were designed in Photoshop, Illustrator and InDesign. Product photography was shot on a light table and edited for catalogs using Photoshop using alpha channels and masks.

# 4

### GRAPHIC DESIGNER / MOTION GRAPHICS / PHOTOGRAPHER

Stonehenge Productions 2006 - 2008  
Photographer and photo editor for corporate clients in the Oil & Gas Industries worldwide. Also gripped and illuminated scenes for video/photo client projects. Media was then post-processed and checked for client approval. Photography was shot on-site with Nikon DX1 and DX2s with custom lighting setups from LEDs to flash lighting setups. Images were edited in Photoshop and used for motion graphics or print literature for After Effects or other publishing applications.

# 5

### GRAPHIC DESIGNER / INTERACTIVE MEDIA PRODUCER

PT&P 2006 - 2008  
Created media for corporate/client/customer literature. Also created various graphics, brochures, and flash interactive media for clients. Used Adobe Suite - Photoshop, InDesign, Illustrator, Flash, After Effects and created onto a launch able cd for Windows or Mac. Brochures were redesigned using InDesign, other scalable graphics were created in Illustrator for production outputs.

# 6

### SENIOR DESIGNER / INTERACTIVE MEDIA PRODUCER

RELIANT ENERGY COMMUNICATIONS 2001  
Created media for corporate/client/customer literature. Also created various graphics, brochures, and flash interactive media for clients. Used Adobe Suite - Photoshop, InDesign, Illustrator, Flash, After Effects and created onto a launch able cd for Windows or Mac. Brochures were redesigned using InDesign, other scalable graphics were created in Illustrator for production outputs.

# 7

### WEB DESIGNER / MOTION GRAPHICS

Enerva Technologies 2000 - 2001  
Created media for corporate/client/customer literature. Also created various graphics, brochures, and flash interactive media for clients. Used Adobe Suite - Photoshop, InDesign, Illustrator, Flash, After Effects and created onto a launch able cd for Windows or Mac. Brochures were redesigned using InDesign, other scalable graphics were created in Illustrator for production outputs.

# 8

### VIDEO/MOTION GRAPHICS PRODUCER

Woodforest National Bank 1998 - 2000  
Special projects media producer. Video production/editing and shooting for corporate/client events including procuring video and photo footage for print, web and video graphics. Video was shot using a Canon XL1 and captured into Premiere, with titles and animations created in After Effects. Graphics were produced in Photoshop and Illustrator.