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Natasha Oliver

Objective

Obtain employment in an environment that focuses on creating educational games and presentations for kids and young adults to efficiently use skills as teacher and flash developer.

Summary of proficiencies

- Proficiency: Captivate, Flash, Illustrator, Photoshop, 3DS Studio Max, Cinema 4D
- Experience: Premier and After Effects, Dreamweaver, Adobe Acrobat

Professional experience

2006-Present D'Vinci Interactive Hagerstown, MD

Flash and Captivate Programmer, Animator

- Provide high-level Flash programming to create rich applications for CD and Web. Programming with Captivate. Spanish translation.

2007-Present Wildform Inc. Los Angeles, CA

Lead Animator

- Create illustrations/animations as per design specifications for reading program transition from books to digital presentation

2007-Present Multiplication.com Prosser, WA

Math Flash Game Programmer

- Program using Flash to create entertaining, yet highly sophisticated games and animations that educates and reviews multiplication

2007- 2008 Ketalex Publishing Prosser, WA

Children's Book Illustrator

- Create illustrations and book cover for children's chapter book

2007-Present Simply Creative Works York, SC

Multimedia Artist & Game Programmer

- Create accompanying multimedia CD for *The Adventures of the Itty Bitty Spider and the Itty Bitty Mouse* including interactive book and four learning games

1999 - 2003 Harford Christian School Darlington, MD

Math and Computer Science Teacher

- Taught computer science to grades 1 -12; taught math courses in the high school from Algebra through Calculus

Education

2003-2005 Westwood College Denver, CO
BS, Animation