

Haley Moore

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<http://haley.umbrellahead.com>

OBJECTIVE: To design multimedia games and promotions.

EDUCATION: BA English from The University of Texas at Austin, National Dean's List

EXPERIENCE:

- 2007** Webmaster, **Unnatural Selection ARG** (ARG Studios)
Developed branding and web design for two web sites in this promotion for the American opening of the Korean film The Host. Wrote audience interactions and general game materials.
- 2006** Game Developer, **Chasing the Wish 2** (ARG Studios)
Developed and distributed sculptural art for a comic book promotion. Wrote posts and direct interactions with audience members. Additional graphics design, web development, puzzle design, writing.
- 2006** Artist, **Hive Mind** (Brain Shade Games/Independent)
Developed graphics for a downloadable PC game. Designed packaging for published game. Wrote packaging and promotional copy.
- 2005** Game Developer, **Omnifam** (Independent)
Designed and developed three web sites for fictional entities inside the campaign. Designed and distributed promotional "swag" for US and international audience members. Incidental graphics development, writing, puzzle design, prop design.
- 2004** Technical Writer (Third Millennium Engineering)
Edited and designed product manuals for hardware release.
- 2003-4** PR Manager, **University of Texas Madrigal Dinner** (Volunteer)
Developed promotional print materials which appeared on the UT Capital Metro transit system.

SKILLS: Photoshop, Illustrator, AfterEffects, HTML/CSS2.0/PHP, 3D Studio Max, Flash, print design

PORTFOLIO:

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