

Profile: who is Matt Dolnik?

Matt Dolnik is a Simon Fraser University graduate in [Interactive Arts and Technology](#), with experience in the [multimedia training field](#). His strengths lean towards finding traditional and radical methods to tackle difficult concepts including [data and asset management](#), graphic design, web design, video editing, and [programming](#). Matt has excelled in the E-Learning and [multimedia training material development](#) field by tackling [large and diverse sets of projects](#) in the roles of an independent, a team member, and as a [team leader](#).

Transferable Skills: what are his Qualities?

Ability to [manage time](#) and stress, and capable to grasp new knowledge efficiently and effectively - Acquired years of experience with many types of [multimedia](#) development software - Experience with concept process from [ideation](#) to development - Never have thought of an idea [too difficult](#) or [unusual](#) to attempt.

Work Experience: experience in the Field

Jan 2013 – May 2014 Citadel Training Management

Working as a [multimedia contractor](#) as well as the active [director of media](#) for the start-up company. Developing various multimedia projects, as well as heavy involvement in the creation of a [3D learning environment and model explorer](#).

Sept 2011 – May 2013 Pulse Learning Inc

Worked as an [Animation Specialist](#) dealing with [Graphic design](#) as well as [Animation](#) of simulations of equipment, Performed [text extraction and insertion](#) across various forms of media for [translation](#) purposes, and Created and updated [XML and XSL driven HTML content](#).

May 2010 – Aug 2011 NGrain Corp

Worked as a [Flash Animator](#) Designing and developing [storyboards](#) from reference material, Designing [interactive user interfaces](#) for E-learning, and Designing [interactive simulations](#) of equipment.

Sept 2008 – Dec 2008 Research in Motion

Worked under the title of [Multimedia Coordinator](#) assisting the [Customer Support Operations](#) multimedia team for various tasks. Also worked on an [interactive office layout map](#) system which helped managers organize employee desk location moves.

May 2008 – Sept 2008 BC Children's Hospital

Assisted a [UBC research team](#) to develop flash prototypes of [anaesthetic monitoring equipment](#) to improve on the old equipment displays to make them more [intuitive and less strenuous to keep watch on](#). This involved discovering methods to [visualize slow changes in values over long periods of time](#) which may not be apparent to the observer.

Education:

knowledge Gained

Sept 2003 – Oct 2009 Simon Fraser University

Graduated with a [Bachelor of Science](#) in New Media Environments of the [Interactive Arts and Technology](#) program.

Jan 2009 – July 2009 Italia Design Field School

The Italia Design field study was an [annual collaborative study on Italian design](#), and the context in which [innovation can be inspired by culture and history](#). The experience in Italy was completely hands-on, and allowed for our group to personally [investigate and interview many top designers, architects, and innovative thinkers](#), and the businesses they run. This allowed us to apply some of the theories and methods we learned towards various projects in field. www.sfu.ca/italiadesign/2009

2007 – 2009 SFU Seattle Field Study Mentor

Was [chosen on three occasions over two years](#) to mentor a group of second-year design students participating in a three day design charrette in Seattle, WA. In a group of three mentors, we [helped the design teams move forward and collaborate on their projects](#) that were on [urban space planning](#), for a mock urban proposal for a given space within the city.

Software Experience:

Skills and Tools

Adobe Flash Ten years experience, [confident](#) in actionscript 2 & 3

Web Development About five years experience, confident in [hand-written code](#), [browser compatibility](#) and new features in both [front and back-end development](#)

Unity 3D Two years experience, experience in [JS](#) and [C#](#) code development and [Scene Setup](#)

Adobe Photoshop Four years experience, average knowledge

Max-MSP Four years experience, [very confident](#) with audio, video, analog inputs, video tracking, and improvising programming situations

Adobe Premiere Five years experience, edited many projects, [confident](#) in knowing most of the software.

Adobe Audition Two years experience, basic sound manipulation and multiple track layouts

Other Software Experience:

Alias Maya, Adobe Illustrator, Adobe After Effects, Microsoft Office, Adobe Encore, Javascript, NGrain Producer, Timelapse Photography, jQuery, XML, LESS, Bootstrap Framework, GSAP, HTML5, CSS3, MySQL, and PHP

Various Examples of Projects:

Can be found at www.dolnik.ca

References Available Upon Request: