Peter Babakitis

Interactive Design and Art Direction 415-596-3353

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Art Direction and Interactive Design:

Wakingstar Productions (current)

•Art direction, illustration and animation for Enterprise Green Foundation

Winequest (December 2011-February 2012)

•Art direction, illustration and UI/UX design for iPhone app that helps in choosing wines

Candent Learning (October-November 2011)

•UI design, illustration for corporate training Flash program for Yum! Inc.

Detati Communications (December 2008-February 2009)

•Flash design and animation for trade show projections

Deck 5 (April 2011)

•Screen designs for iPad app for futures traders

Silverlign Studios (December 2008-February 2009)

•Web design and production for Levi-Strauss consumer website

Innovaro (December 2008-February 2009)

•UI/UX design, video production and After Effects for an iPad magazine

Oakland Farm & Feed (December 2008-February 2009)

•Art direction, illustration and layout of illustrated equipment catalog

The Getty Foundation (December 2008-February 2009)

•Art direction, illustration and animation for international meeting presentation

Centrope Exhibitions (2008-current)

•Flash design and interactive animation for Central European museum exhibition company

The Getty Foundation (December 2008-February 2009)

•Art direction, illustration and animation for international meeting presentation

Celery Design/Sun Microsystems (August-September 2008)

•Flash construction and animation for corporate website

Celery Design/Autodesk (August-September 2008)

•Flash construction and animation for corporate website

Oakland Unified School District (May, June- 2008)

•Design, Flash construction and animation for school district interactive website

eVox (June, July 2008)

•AfterEffects and Photoshop retouching for car advertisements, video and web.

Lauer Learning (June-August 2007)

•Art direction, Illustration and Layout of a new graphic novel

Red Hill Studios (2005-2007)

- Company Executive Art Director
- •Art Director of TV series Exploring Time for the Discovery Channel and activity site
- •Art Director of computer game FF'56!
- •Design of numerous websites, educational software projects and museum interactives for Red Hill Clients

Vitesse (2005)

- •Interactive corporate site for Pharmaceutical company Sanofi-Aventis
- •Interactive corporate site for Pharmaceutical company Depuy-Mitek

Kinection (2004)

•Conceptual design and Illustration for political action training site for non profits

William Shakespeare's Henry V (2002-3)

•Conceptual design and AfterEffects sequences for feature film, interactive Flash website design

Lego Mindstorms (1999-2001)

•Designer of software interface for Robotic Invention System, Vision Command, Robogamers

Mindscape (1999)

- Designer of 3D animated Game Character
- •Designer of scalable clip art collection

MSH Entertainment (1997)

Storyboards for 3D animated syndicated TV series "Vanpires"

Kaiser Permamente (1997)

•Design and animation of 3D characters for Corporate Video

Editorial Illustration 2007-2008:

Business Week The Wall Street Journal Sky and Telescope Magazine Isthmus Magazine

1987-1996:

Turner New Media

•Conceptual Designer of series of online multimedia products

Turner Interactive

•Conceptual designer for 3D flythru environment game for Sony Playstation platform

America Online

•Conceptual designer and animator of original animated character interface for CD-ROM enhanced online service

Brainsports

•Conceptual designer and animator of original animated character interface for educational CD-ROM which presents Shakespeare plays for teenagers

Broderbund Software

- •Creator of original modular artwork package, and modular constellation of 3D quicktime movies for Kid Pix Studio (children's multimedia studio)
- •Creator of original main interface design for Amazing Writing Machine (Children's writing product)
- •Designer of Quicktime Video Help section for Kid Pix Studio
- •Conceptual design for Childrens' Math Product.
- •Creator of animated character for Carmen Sandiego educational game
- •Conceptual art and storyboards for space exploration educational game
- •Conceptual art and storyboards for literary figure-based educational game

Kaleida Labs

•Conceptual Designer of virtual on-line environment, including several 3D animated charaters, which respond to user manipulation for network based group activity product

Nueva Media

•Creator of original interface design for prototype of Half Moon Bay Farm (children's math tutorial product), involving several illustrated screens, character design and cel animation, 3D character animation, and other image processing techniques

Paramount Interactive Media

•Creator of original interface design format for series of interactive children's books

PF Magic

•Designer and animator of solo 3D interactive character for Flix (CDI game product) which responds to player's game play decisions.

Putnam New Media

•Conceptual design, animation and art direction for Big Anthony's Mixed Up Magic (Children's animated book CD-ROM title)

Lucasarts Learning Group

- •Conceptual design and interactive display for Nippon Telephone prototype
- •Stylistic illustrative artwork for another Nippon Telephone prototype
- Storyboard for intro loop to Richmond School Project

Interactive Productions

 Conceptual design for RoboMaxx (CD-I product), involving storyboard and color screen design

Elliott/Portwood Productions

•Producer of Prototype demo for children's educational game

FILM AND TV CREDITS:

Inside-Out Presente Films

Associate Producer and Editor of documentary about the death penalty

Kuksu

35mm theatrical feature film Producer/Director

Classic Stories For Children

Children's TV Special -EMMY award, N. C: Best Children's Program 1991 Producer-director (Betacam)

Family Issues Film Series I&II

Producer/Director of series of dramatic and documentary films for school age children about various family crisis issues, Distributed by Britannica Films:

When Push comes to Shove
Bully Up/Fighting Feelings
In Toby We Trust
When Your Parents Drink
Not Nothing: What To Do When Your Parents Drink
The Storm's inside: When Your Parents Divorce

Simon & Schuster/MTI films

•Production Designer for series of educational films

Twentieth Century Fox

The Fly (feature film)

•Creator of Effects storyboards, mechanical rigs, sculptural pieces and final painting and detailing of animatronic pieces

OTHER CLIENTS INCLUDE:

Amazing Media
Wildsight Productions
Fujitsu Open Systems
Berkeley Learning Technologies
Department of Motor Vehicles
Lawrence Livermore Laboratory
Microsoft
Macromind

Education:

Columbia College. M.A. film program (William Friedkin award), University of Illinois, Champaign/Urbana B.A. English Literature with Honors, Theatre in England program incl. workshops with Royal Shakespeare Company and National Theater. Morgan Park Academy High School (High Honor Student), References available upon request.