Christopher P. Noll
Motion Designer

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Objective: To consistently create fantastic user experiences as part of a creative team that will benefit from my knowledge of design, motion, game mechanics, and human interface composition.

Skills: High level of creative talent utilizing the latest design software to conceptualize, design, and produce stunning user experiences, images, and animation. Proven ability to motivate and lead teams to create high quality, innovative products that set new standards for any industry.

Experience:

Founder, GameFission, Inc. Las Vegas, NV
01/13 – Present
Founding partner of team of creative visionaries determined to bring new and innovative products to the Class II gaming industry. Responsible for corporate identity, game design, animation, and marketing as well as sales, installation, and customer support of our cloud based gaming system.

Creative Director, GameTech International, Inc. Las Vegas, NV
05/11 – 09/12
Creative lead for GameTech's groundbreaking new Phoenix gaming system. Managed team of 5 employees' and up to fifteen contractors to meet tight deadlines with the highest quality results.

Senior Technical Games Lead, Bally Technologies. Las Vegas, NV
11/03 – 05/11
Create games by assembling assets from various providers, adding animation, effects, and functionality until completion. Lead media and motion designer for many award winning products:
2011 – Third place Slot Floor Technology Awards – Code Red with curved LCD cabinet.
2010 – Best Slot Product Honorable Mention – Reel Image slot at Global Gaming Exposition.
2008 – Best Slot Product – Blazing 7s Multi-Slot game at Global Gaming Exposition.
2005 – Best Slot Product – HotShot at Global Gaming Exposition.

Designer/Animator, Card of the Day Promotions. Las Vegas, NV
10/02 – 11/03
Design lead for promotional product that is installed in hundreds of local taverns and stores. Design and develop 2-D and 3-D animation sequences for various promotional products.

Senior Game Designer, Innovative Gaming. Las Vegas, NV
11/01 – 10/02
Design and develop electronic casino games using 2-D and 3-D techniques. Assist external clients in design and development of various games in partnership with Innovative Gaming.

Instructor, Art Institute of Las Vegas. Las Vegas, NV
6/01 – 04/02
Part time instruction of Multimedia classes teaching basics of animation, sound basics, and Adobe After Effects to students pursuing various degrees.

Designer/Animator, 3V Graphics. Las Vegas, NV
09/01 – 04/02
Design and develop video animation sequences for various clients. Project highlights include work on The National Association of Industrial and Office Properties Virtual Bus Tour.

3-D Designer/Animator, GameTech International, Inc. Las Vegas, NV
11/99 – 11/01
Design and develop electronic bingo casino games using 2-D and 3-D techniques. Other duties include designing and developing GameTech's corporate internet presence.

3-D Designer/Animator, Ernst & Young LLP. Cleveland, OH
2/97 – 11/99
Graphic design and development of interactive desktop learning programs.

Education:

The Art Institute of Pittsburgh, Pittsburgh, PA - Associate in Specialized Technology Degree, December 1996
Major: Computer Animation/Multimedia.

Military:

U.S. Army
11/85 – 4/91
Honorable Discharge. Signal Corps.