

## Robert Joseph Aviles

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### EDUCATION: University of Central Florida

Bachelors of Art in Digital Media – *In Progress, Exp. Grad: 2012*

Track: Digital Interactive Systems – *In Progress*

Active member for the UCF Media and Learning Research Lab

### SKILLS:

**Operating Systems:** Windows 98-Windows 7, and Mac OS X 10.7

**Scripting Languages:** HTML, CSS, AS3 and JavaScript (limited PHP)

**Basic Software:** Microsoft Office Suite, Adobe Creative Suite

**3D Software:** Autodesk 3D Studio Max, Autodesk Maya, E-on Vue, Revit

**Graphic Software:** Photoshop, Illustrator, InDesign, Corel Painter

**Web Development:** Dreamweaver, WinSCP, Fugu, Filezilla, Flash

**Other Skill:** Bilingual, proficient in Spanish.

### RELATED WORK:

#### Web Development

Experience with the fundamentals of web development, and the creation and maintenance of web content using industry standard software such as

**Dreamweaver** and experience with **F TP/SF TP**.

#### Graphic Design

I've produced digital art, logos and graphical support for various Federal and DoD organizations as well as for projects for UCF and freelance work. Software includes **Photoshop CS5** and **Illustrator CS5**.

#### 3D Development

I have experience with 3D modeling, skinning, rigging, animating and rendering with industry standard software with **Autodesk 3D Studio Max** and **Maya**

#### Mobile Development

I have some experience with the iPhone and Android SDK. I have successfully uploaded a mobile application to Apple App Store and Android Marketplace for the Defense GameTech Users' Conference and will be doing so for I/ITSEC

#### Virtual Worlds

I have worked in and created content for the **Second Life** platform. I believe my knowledge in 3D content creation will greatly compliment future development with Second Life. I have some experience in **Linden Script** as well.

### WORK EXPERIENCE:

#### U.S. Army PEO STRI/JTIEC

Orlando, Fl Title: **Intern, February 2010 – Present**

Provide graphical support as well web development and maintenance. Created 3D content for a Machinima animation. Produce and edit video content. Develop iPhone, Android and other mobile/web applications. I am an active IPT member for the Serious Games Showcase and Challenge and the Defense GameTech Users' Conference.