

KENNETH E. REMENTER

Personal Online Digital Portfolio: www.kenrem.com
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QUALIFICATIONS PROFILE

Versatile and experienced provider of quality, timely creative solutions for a wide range of creative problems. Possess a solid skill-set in a diverse array of design mediums and software's including, but not limited to print, web, video, motion graphics, multimedia and new media.

Passion-driven approach applied towards client satisfaction of needs and requirements with strong interpersonal and collaborative skills. Additionally talented with establishing client and team-member relations with clear and consistent communication via written and verbal methods.

Comprehension and sensitivity towards deadlines and budgets are comfortably controlled under established project and time management skills. Adaptability and open minded approach towards alternative processes, software and technologies. Diversified creativity with the following technologies:

TECHNICAL SUMMARY

Versed in Adobe Software Collections (v1 thru CC) including older versions; Autodesk 3DStudio Max; Programming language skills of HTML4 and HTML5, responsive web design techniques, SEO, UX/UI design skills, storyboarding, CSS, Action Script 1, 2 & 3.0, Camtasia Studio, Microsoft Office with additional experience using frameworks, PHP/MySQL, XML, Spry, Ajax, jQuery and Java Script. Versed in various hardware's and technologies, digital still and video cameras, printers, scanners, PC & Macintosh platforms usage and design for desktop, tablets and smart phones.

EXPERIENCE

2000-Present	Self Employed (kenrem.com)	Media, PA
	Freelance Designer	
	<ul style="list-style-type: none">Continued creative development of knowledge, skills and projects for non-profit based projectsCreation of print, web, multimedia and video solutions for personal clientsDevelopment through ideations utilizing thumbnails, sketches, storyboards and comps as part of the process	
Nov. 2005-Aug. 2014	Anthem Institute (formerly Chubb Institute)	Springfield, PA
	Program Head and Instructor	
	Graphic Design and Animation Program	
	<ul style="list-style-type: none">Classroom instruction of lecture and live demonstration with multiple software's from Adobe and Autodesk, programming languages, whiteboard and techniques for comprehensionInstruction additionally extends to concepts of the fundamentals and principles of traditional based design and the creative process utilizing thumbnails, sketches, comps and storyboardsTraining-tutorial videos and quizzes generated for additional comprehension utilizing Camtasia StudioDevelopment of schedules and reports; evaluation and conferencing for staff and studentsQuality assurance of classroom books, materials, supplies, technology and curriculumCulturing of staff and students to ensure growth, development and success	
	Curriculum Coordinator (September 2010 –August 2014)	
	Graphic Design & Animation, Graphic Design and Web & New Media Design Programs	
	<ul style="list-style-type: none">Oversight and development of new programs for multiple campuses with direct reporting to the Vice ProvostOrganization of curriculum, technology, software, books and equipment for new and current programsAdvisory Committees held for input of professionals from the field for supplementing developmentActive developer of course materials including, but not limited to lesson plans and projects for individual coursesProject management and asset creation (over 2800 documents) of each facet for each programmatic curricula with adherence to strict accreditation and state standards and requirements	
	Facilities Manager (May 2012 –August 2014)	
	<ul style="list-style-type: none">Responsible for the aesthetics of the campus including forward development of new branding material such as posters and 'stations' for all respective programs on campus and for additional Anthem schoolsCreation of print collateral for education and admissions departments, local and company wideAdditionally responsible for the integrity of all classrooms and events on campus.	

2002-2007	Arctic Mist	North Wales, PA
Graphic Artist and Webmaster.		
<ul style="list-style-type: none"> • Creation of visual identity and company branding for image, marketing purposes and for maximum visibility. • Creation of all print media including but not limited to business cards, letterhead and brochures. • Creation and maintenance of e-commerce website for company consisting of graphics and code. 		
1996-1999, 2000 - 2006	Home Depot (various locations)	Wilmington, DE
Visual Merchandiser (2000-2006)		
<ul style="list-style-type: none"> • Responsible for setting the tone of the store(s) seasonally by way of merchandising. • Coordinating efforts of supplies and materials for timely execution. • Merchandising for visual appeal and maximizing sales with complete project in mind. • Selected to open 14 stores & provided quality control in over 30 stores within the tri-state area. • Weekend demonstrations of 'how-to' training clinics for customers. • Conducted associate training and product knowledge seminars for associates and customers 		
Graphic Design (2000-2006)		
<ul style="list-style-type: none"> • Additionally, graphic skills were utilized for flyers, brochures, posters and sales presentations at store level, district wide and regionally. Mural illustrations and paintings, hand-lettered signage utilizing traditional technique inside stores and along roadsides for high visibility and impact to drive in-store events and promotions. 		
Captain of Team Depot (1998-1999)		
<ul style="list-style-type: none"> • Coordinated and implemented in-store community public relations and mentorship program with Boys and Girls Club of Delaware. Board Member for 'Christmas in April' program in Delaware, additionally work with Habitat for Humanity. Coordinated efforts of all three Delaware stores for respective events. Children's workshops, both in store and on site. Designed and constructed a Haunted House on premises for community activity and participation. 		
Sales/Specialist Associate (1996-1998)		
<ul style="list-style-type: none"> • Focused on project oriented high-end sales in showrooms providing customer satisfaction through follow-up phone calls, site visits and demonstrations. 		
1999-2000	National Retail Systems	Hainesport, NJ
Graphic Artist/Developer		
<ul style="list-style-type: none"> • Hand-drawn illustrations for digitizing and copy creation for Home Improvement "How To's" • Digital Advertisements for interactive touch-screen kiosk. • Conceptualization, construction and development of Interactive Touch-Screen Kiosk Prototype • Client relations for development of advertisements 		
EDUCATION		
2004-2005	the Chubb Institute	Springfield, PA
<ul style="list-style-type: none"> • Diploma in Graphic Design • 4.0 GPA and Attendance Excellence • Selected for Chubb Executive Directors List. Graduated with top honors. <p>Courses consisted of Art Concepts, Digital Illustration, Digital Imaging, Web Design, Web Animation, Desktop Publishing, Multimedia Design, Project Management, Business Ethics and Career Development.</p>		
1990-1991	Delaware County Community College	Media, PA
<ul style="list-style-type: none"> • Continued education in traditional based art and design fundamentals and technique • Pursuit of Associates Degree in Design 		
1988-1989	University of the Arts	Philadelphia, PA
<ul style="list-style-type: none"> • Pursuit of Bachelors Degree in Graphic Art 		
KEYWORDS		
<p>Adobe, Photoshop, Illustrator, InDesign, Dreamweaver, Flash, After Effects, Premiere, Audition, Soundbooth, Bridge, Lightroom, 3DS Max, Camtasia Studio, HTML4, HTML5, CSS, ActionScript, jQuery, print design, web design, multimedia design, motion graphics, interactivity, UX design, UI design, SEO, thumbnails, sketches, comps, storyboarding, layout, conceptualize, responsive web design, project management, training, education, tutorials, video, audio, mac, pc, photography, animation, documentation, communication, punctuality, commitment.</p>		