

Hakim Sayyed-Terry

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Profile

I am a classically trained illustrator who taught myself first Dreamweaver and Flash then a steady progression of ever evolving markup and programming languages, and learned to incorporate industry best practices for web. I am experienced in consulting with and educating clients to help them achieve their goals.

Skills

WORKED WITH NUMEROUS DIGITAL FORMATS AND PROGRAMS:

Adobe Creative Suite with (emphasis on Illustrator, Photoshop, Flash and Dreamweaver), Painter, Actionscript, CSS, XML, XHTML, jQuery, Coda, BBedit, Keynote, Powerpoint, iWork, certified pro in Logic Studio, also I can beat you up in Tekken.

UTILIZED VARIOUS MEDIA:

Knowledge of web design constraints and current best practices, file size management, screen resolution, and browser idiosyncrasies. Knowledge of typography both in experimental design and as it applies to user interface concerns. Watercolor, gouache, acrylic and oil paints, collage techniques, etching, multistage printmaking, pen and ink, digital media. I have used and am proficient with Photoshop, Painter, Art Rage for digital painting.

ILLUSTRATED AND DESIGNED:

Dynamic Flash websites and games, CSS based websites and Flash microsities from concept stages to completion, web and print advertisement, posters, storyboards, sequential images, identity packages. I have incorporated a strong focus on vector illustration for the last decade.

PLANNED AND EXECUTED FULL ILLUSTRATION AND DESIGN PROCESSES:

Interacted with art directors, conducted research and shot reference photos, created thumbnails, preliminary sketches, value studies, color studies, final drawings and completed paintings. Conducted meetings with clients to best translate their vision into a valuable customer user experience.

COMPOSED AND SCORED FOR FILM AND WEB:

Worked with directors to translate the emotional and stylistic content of their stories. Processed roundtrip audio with Final Cut editing teams; Logic Pro (certified), Soundtrack, Melodyne, Reason, Reaktor.

Experience

APPLE RETAIL OCTOBER 2007 - APRIL 2009

Trained clients for Apple Retail in Apple, Adobe and Microsoft software; iWork, Office, CS3/4, Logic Studio, Aperture. Assisted on and troubleshot various projects ranging from the archival to the technical. In many cases novel solutions were called for.

ADBRITE JULY 2006 - APRIL 2007

Began extensive contract work with AdBrite; Designed webmail template, revised existing print sellsheet, created a series of graphics for Keynote presentations, recreated a series of logotypes and graphics, created various pieces for marketing including two large run brochures.

VOD1 JANUARY 2005 - JANUARY 2007

Began extensive contract work with VOD1; created both print and web collateral including Flash microsites, banners, CSS, PHP, HTML, magazine ads, logo and corporate identity packages and proprietary graphics for P2P network applications.

FREELANCE JUNE 2000 - PRESENT

Designed and developed websites—both existing sites as well as complete sites from scratch—at times helping companies transition to web 2.0 standards. Utilized Actionscript, web markup languages and unobtrusive Javascript, branded forms, and tailored, effective images to implement design and usability features and clarify user navigation and experience. Built Flash game and various Flash assets. Created infographics, print material and illustrations.

Education

ACADEMY OF ART COLLEGE, SAN FRANCISCO, CA

UNIVERSITY OF CALIFORNIA AT SANTA CRUZ, SANTA CRUZ, CA

Current Projects

Redesigning antiscore.com using Wordpress as a CMS for ease of updating. Site will be media oriented and contain sections for each of the site's music projects and a podcast. This project will result in a musician based Wordpress theme.

After having collaborated with aiDO Group on events and film projects—including the 2008 48 Hour Film Challenge—I am looking forward to this year's Challenge. I've cultivated a strong interest in writing both short stories and screenplays and have registered three feature length scripts. I have completed research on, and am currently writing a fourth, which is to be the basis of a graphic novel.

Continuing to compose music for film and Flash micro-sites and have completed principal recording and mastering of an industrial/indie-tronica album scheduled for a winter 2009 release. Produced and recorded a 26 episode blog and podcast chronicling the musical development my current musical style. Also developing a site offering music phrases, loops and sound for Flash content developers and designers.