

Matthew Boyle

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Academic Background

Ba (Hons) Graphic Design

The Arts Institute at Bournemouth (graduated 2007)

Topics included

- » Typography
- » Semiotics & semantics
- » Web design
- » Motion graphics
- » Print design
- » Research methodology

BTEC Foundation Diploma in Art & Design

City College, Brighton and Hove

A Levels

Beacon Community College

- A level Art Graphics, grade A
- A level Mathematics, grade C
- A Graphics Technology, grade C
- AS level Chemistry, grade C

9 GCSE's at grade B or above, including English, Mathematics, Double Award Science, and Art & Design.

Vocational Background

Maya London, In-house designer (2007 – Present)

1^a Dean St. London, W1D 3RB

Design & production of the graphical output of one of the West-end's more exclusive night club's (as well as that of it's affiliated businesses).

Freelance graphic design work (2004 – 2007)

Design of identity and (collaborative) website construction for hdvision, a London based film production company.

Consultation and manual design for Solaron Ltd, a fledgling alternative energy company.

Design of promotional materials and (collaborative) website construction for surrenderrecords.net

Please visit www.theboyle.co.uk for examples of work.

- » Developed and produced promotional materials. Liased with manufacturers & managed projects. Created flash and HTML flyers and newsletters, & maintained website.
 - » Collaborated with photographer, created & illustrated manual, managed project from briefing to completion.
 - » Created flash animations, promotional digital content, and managed branding æsthetics in a 4 person team.
 - » Created flash animations, promotional digital content, website and managed branding æsthetics as part of a 3 designer team.
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Design Skills

- » Proficient understanding of typography
- » Fluent in Adobe CS2 & CS3 applications
- » Strong image manipulation abilities
- » Ability to hard code XHTML & CSS
- » Solid flash animation skills
- » Attention to detail (however miniscule)
- » Ability to visualise and draw concept work
- » Basic understanding of 3D Studio Max

Attributes

- » Adept at written and verbal communication
- » Hard working and enthusiastic
- » Rounded personality and great people skills
- » Ability to engage as a team-player, or a team-leader
- » Able to manage self and work independently
- » Eager to learn and develop
- » Open and honest nature
- » Lateral thinking & 'outside the box' ideas