

STEVE DORSEY

2701 Delwood Avenue

Durango, CO 81301

408 205 9177

steve@dropletcreative.com

Summary

I have worked as a hands-on member of various design and development pipelines in production, design, and management roles. I have also instructed in the areas of technique and software proficiency. My objective is to become a member of a creative team utilizing my talents in design, production, and animation.

Work

Ntropic

San Francisco, CA

November 2018 - Present

On-Site at Apple, Product Visualization - Hardware

Developed imagery and video assets depicting Apple's newest hardware and software, released worldwide.

- Worked as part of creative team designing imagery and 2D/3D animations for release with multiple worldwide product launches.
- Developed assets in ultra-high-security settings, working directly with pre-release products.
- Designs seen by millions of people, prominently displayed on Apple's global website.
- Developed practices, standards, and documentation for asset development. Also reconfigured server structure to allow for easier and more intuitive asset maintenance.
- Contributed to automation, workflow, documentation, training, and process management with multiple teams and departments.

Droplet Creative

San Jose, CA

July 1993 - November 2018

Creative Director/Producer

Freelance Designer/Producer/Consultant in design, broadcast, web, vfx for over twenty years.

- Worked on several contracts with clients such as The World Bank, Intel Corporation, Netflix, KNTV Channel 11, Sequoia & Associates, Siemens Worldwide, Cisco Systems, Santa Clara University, Sun Microsystems, DKB Homes, and Varian Medical Systems.
- Concentrated primarily on 3D/motion graphics, digital illustration, video production, presentation graphics, product photography, and commercial image retouching. Also specialized in identity design, UI development & design, web development, print/prepress and collateral production and design.

Team People, LLC

Washington, DC

August 2006 - May 2010

Lead Designer for Intel Corporation

Led creative team for Intel's internal television studio.

- Managed countless creative projects for worldwide release ranging in size from individual to team-driven.
- Created archiving system, developed creative workflow, and worked with creative teams around the globe on media asset management and consolidation systems.
- Led photography group on event, product, portrait, and multi-event shoots both on location and in studio.
- Designed and managed Intel Studios' internal website.

frog design

Sunnyvale, CA

July 2000 - July 2001

Lead Design Technologist/Digital Media Designer

Worked as a part of the frog Sunnyvale Digital Media team on a variety of design projects as well as development of HTML and multimedia. Position included design, production, coding and client contact.

- **Napster web design and HTML development**
Developed entire Napster 2.0 web experience. Worked as part of a team to design Napster 2.0 web site for use as public web portal as well as internal Napster Application Client web content. Worked as sole developer for conversion of designs into HTML.
- **Symantec web design and HTML development**
Member of the design team for development of the Symantec web site. Developed Photoshop compositions and used them to produce HTML pages for a large portion of the Symantec web site including the Symantec home page, Macintosh product pages, and PC product pages.

Education

Portland State University

Completed course work towards a B.A. in Graphic Design.

De Anza College

Attended classes for design & animation software and techniques.

Maine Media Workshops

Attended an immersive 6-day professional photography course.

Stanford University

Attended journalism, technique, and sports photography courses.