

CHRISTIAN STRAIN

www.castrain.com

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Houston, TX 77065

EDUCATION

Bachelor of Arts

Applied Design and Visual Arts

2003 - University of Houston Clear Lake

Also attended:

Sam Houston State University

1999 - 2002

FEATURED CLIENTS

Disney, the US Army, NASA, BP, Honda, Rice University, CenterPoint Energy, Haliburton, Baker Hughes, Texas Children's Hospital, Breaking Games, University of Houston, Gallery Furniture, Grey Fox Games, and Shell Oil.

WORK HISTORY

Contractor for BP & Baker Hughes

Multimedia Designer

Nov 2013 - Present

Designed and developed eLearning modules, video shoots and editing, motion graphic animations, websites, print media, and presentations, for BP and Bakers Hughes.

Fifth Business

Senior Graphic Designer

Nov 2010 - Nov 2013

Internal communication materials including video production & editing, motion graphics, photography, Flash, web design, print media, presentations, and eLearning modules.

Network Outfitters

Web & Marketing Director

Jan 2010 - Nov 2010

Designed and developed client sites and marketing pieces. I managed all marketing and creative planning including print and multimedia production.

Timegate Studios

Web Artist & Director

Feb 2008 - Feb 2009

Managed outsourced companies and team members in developing web sites, print media, concept art, fonts, logos, game design, and Flash projects.

Rice University

Flash & Game Designer

Sep 2007 - Feb 2008

Tasked with creating animation, art, graphic design, and interactivities for an online game that allowed students to play as an investigator.

Divided Media

Creative Director

Feb 2006 - Feb 2007

Created designs and animations in several marketing and eLearning environments based on the client's needs. I worked mainly with small business clients around Houston, TX.

University of Houston Clear Lake

Graphic Artist 2

Nov 2002 - Feb 2006

Designed and programmed Flash modules, online courses, graphics, websites, print media, and video shoots for the University of Houston Clear Lake. I was promoted from Graphic Artist I to Graphic Artist II in 2005, and I took on a leadership role in new projects.