

ROBERT CHEEZUM

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EXECUTIVE PROFILE

Innovative creative and technical team leader with 19 years of hands on and production leadership experience in interactive development, mobile technologies, 3d animation, simulation and videography. High technical focus with a strong eye for design and an extensive history in delivering successful outcomes for clients and partners.

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|-------------------------|----------------------|----------------------------------|
| SKILL HIGHLIGHTS | ● Team Leader | ● Client Management |
| | ● Strategic Planning | ● Project Management |
| | ● P&L Management | ● Strategic Partnerships/Vendors |
| | ● Talent Recruiting | ● Coaching & Mentoring |

CORE ACCOMPLISHMENTS

Merged sole proprietorship with leading innovation and design consultancy in 2008 to build and grow a visual communications / digital media division

- Division annual revenue growth from 400k in 2008 to 2.8M in 2014
- Personally recruited 10 team members over same period, growing team size from 3 to 13
- Only creative service division to maintain profitability every consecutive year since inception in 2008

System Architect and team leader for development of cloud based 3d simulation platform for major consumer goods company (Unity3d)

- Responsible for exploration, selection of technology platforms, architecture and development of virtual simulation system
- Recruited key talent and developed strategic partnerships to support development of back-end systems and client interface applications
- Project has been underway for 5 years, with 6 major launches.
- Development is currently ongoing, with next major launch scheduled for Q1 of 2015 with a major upgrade to a new client application platform using Unity3d
- Over 300 current users with 2000 project initiatives using platform since initial launch

Launched Orlando satellite office to support talent acquisition and flexible staffing needs

- Developed strategy and implementation plan for flexible staffing solution to support 3d animation, motion graphics, and interactive development needs
- Developed strategic partnership with Full Sail University, a highly respected private university focused on media arts and gaming industries
- Since opening of office, over a dozen recent graduates have successfully completed paid internships, and two of those have been hired into my team.

PROFESSIONAL EXPERIENCE

10/2015 to Current

Owner / Producer

DesignVis Studios, Inc. - Fishers, IN

- I currently operate my own studio focused on digital visual communications services and consulting.
- To learn more please visit <http://www.designvis.net/>

- 08/2016 to 02/2018** **Director of Product, 3D**
InContext Solutions - Chicago, IL
- Research and defined product feature roadmap for ShopperMX to maximize customer value and drive company growth
 - Established design thinking principles in product management team
 - Team Leader of 3d Environment and Content Creative Team
 - Recruiting & development of new 3d team members
- 10/2008 to 03/2015** **Director of Visual Communications**
Kaleidoscope - Carmel, IN
- Responsible for strategic direction, management and oversight of P&L for 13 member creative and technical team
 - Division services includes Interactive Development, 3d Animation, Videography, Motion Graphics, Simulation & Software Systems Development.
 - Develop and maintain strategic partnerships with vendors and suppliers related to division capabilities
 - Pursue and manage client relationships
 - Lead, recruit, coach and mentor team members
- 01/2005 to 10/2008** **Principal**
DesignVis LLC - Carmel, IN
- Founded DesignVis in 2005 to build a consultancy focused on design visualization, interactive and animation services
 - Consistent revenue growth during operations from 2005-2008
 - Hired first employee in 2007
 - Merged with Kaleidoscope in 2008
- 01/2003 to 07/2007** **Director of Visualization**
Thomson Consumer Electronics - Carmel, IN
- Managed the Design Visualization Center for Thomson's NA Design Headquarters
 - Produced 3d animations and photo-realistic renderings of concept products
 - Developed retail planning and simulation tools for retailer planning and collaboration activities
- 08/1999 to 12/2002** **Technical Director**
Kaleidoscope - Cleveland, OH
- Animation and Interactive team member
 - Develop and support complex modeling, animation and rendering systems for production pipeline
 - Programming & development of interactive experiences and applications
 - Research and apply new technology in production applications

EDUCATION

- 1999 Associate of Science: Digital Media
 Full Sail University - Orlando, FL, USA