Annette Love

Orange Technical College

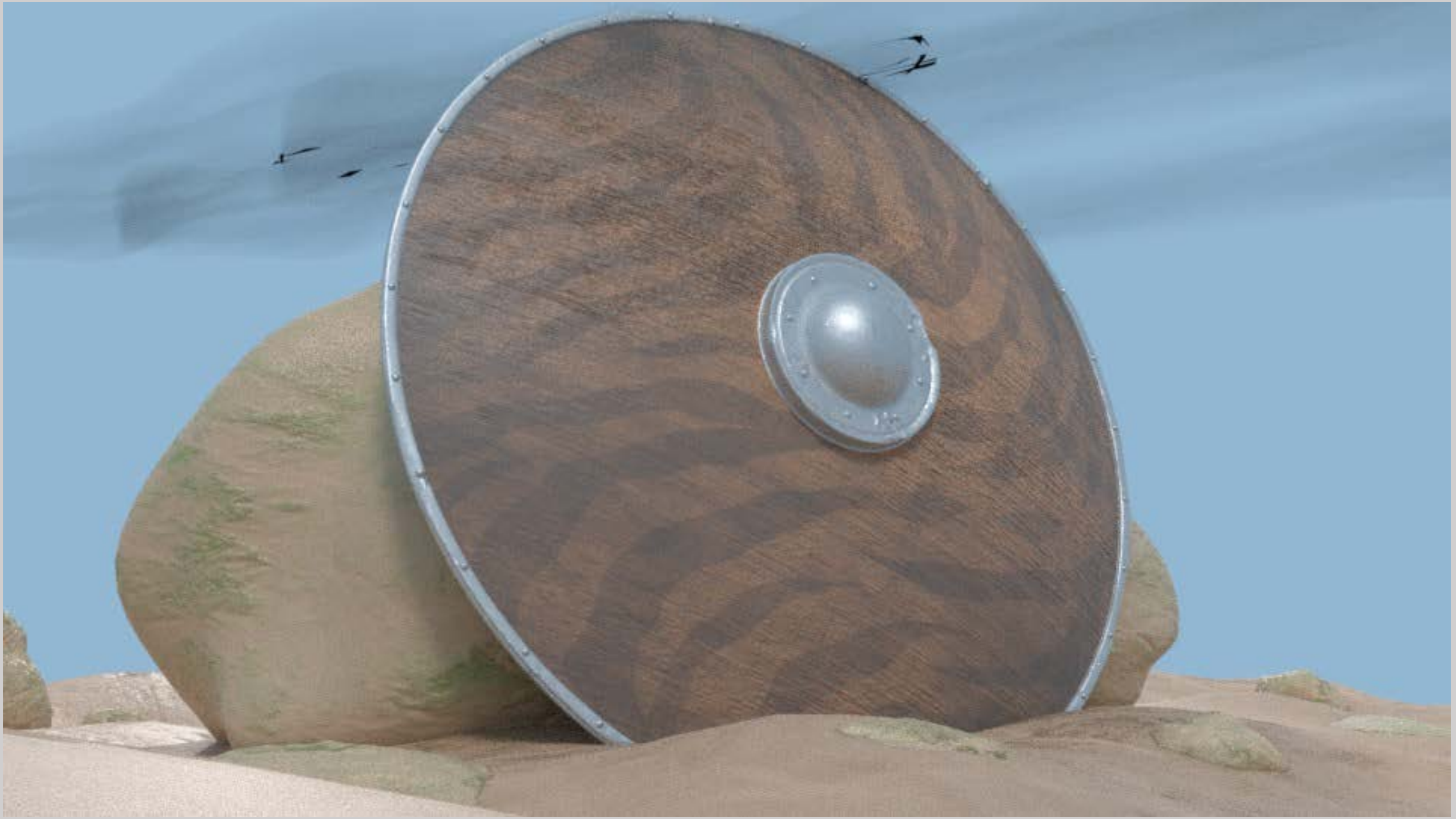
East River High School

Game and Simulation, Graphic Artist, 3D Animation

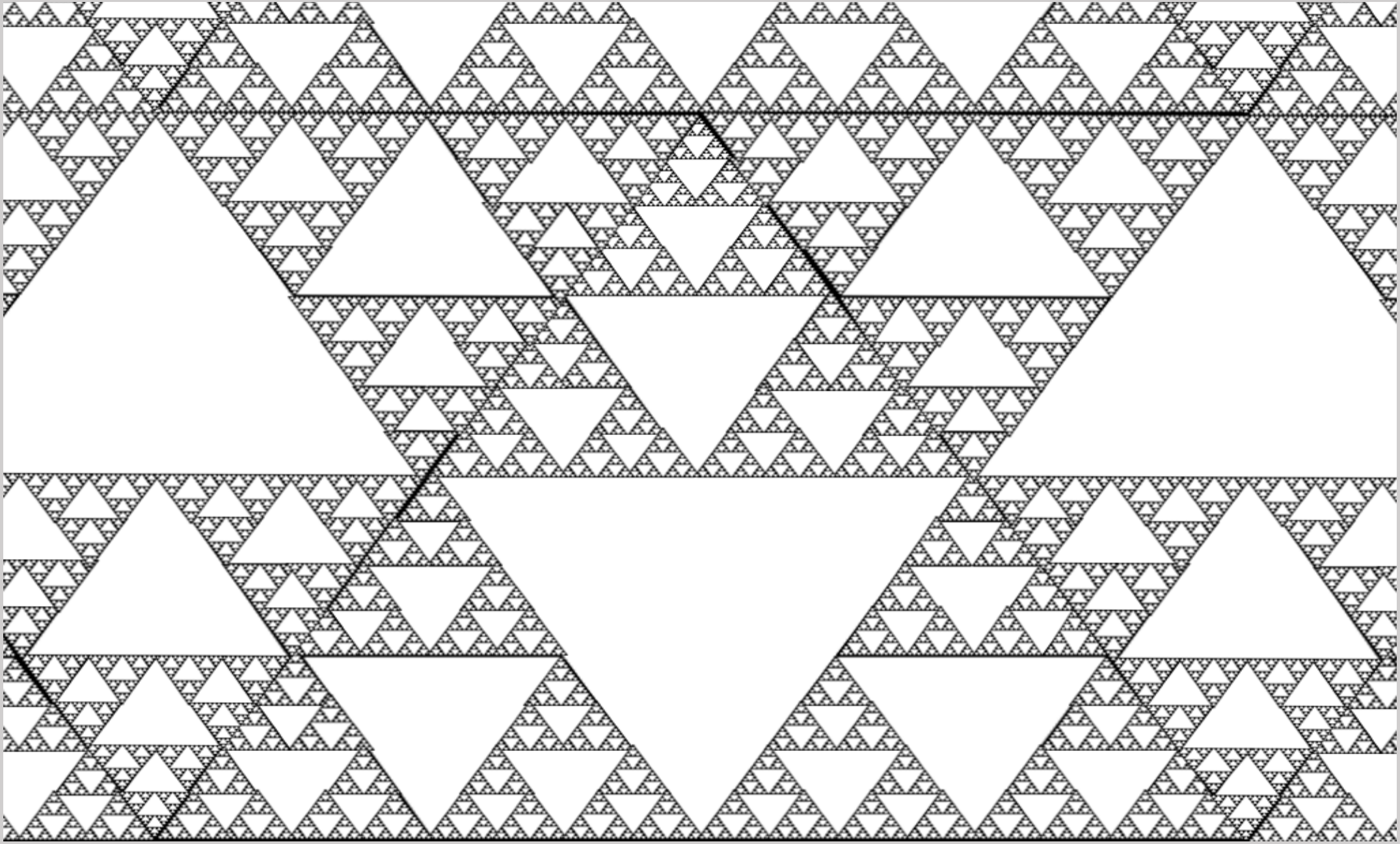
Round one - 76% success rate (to date)

Round two – within the next two weeks

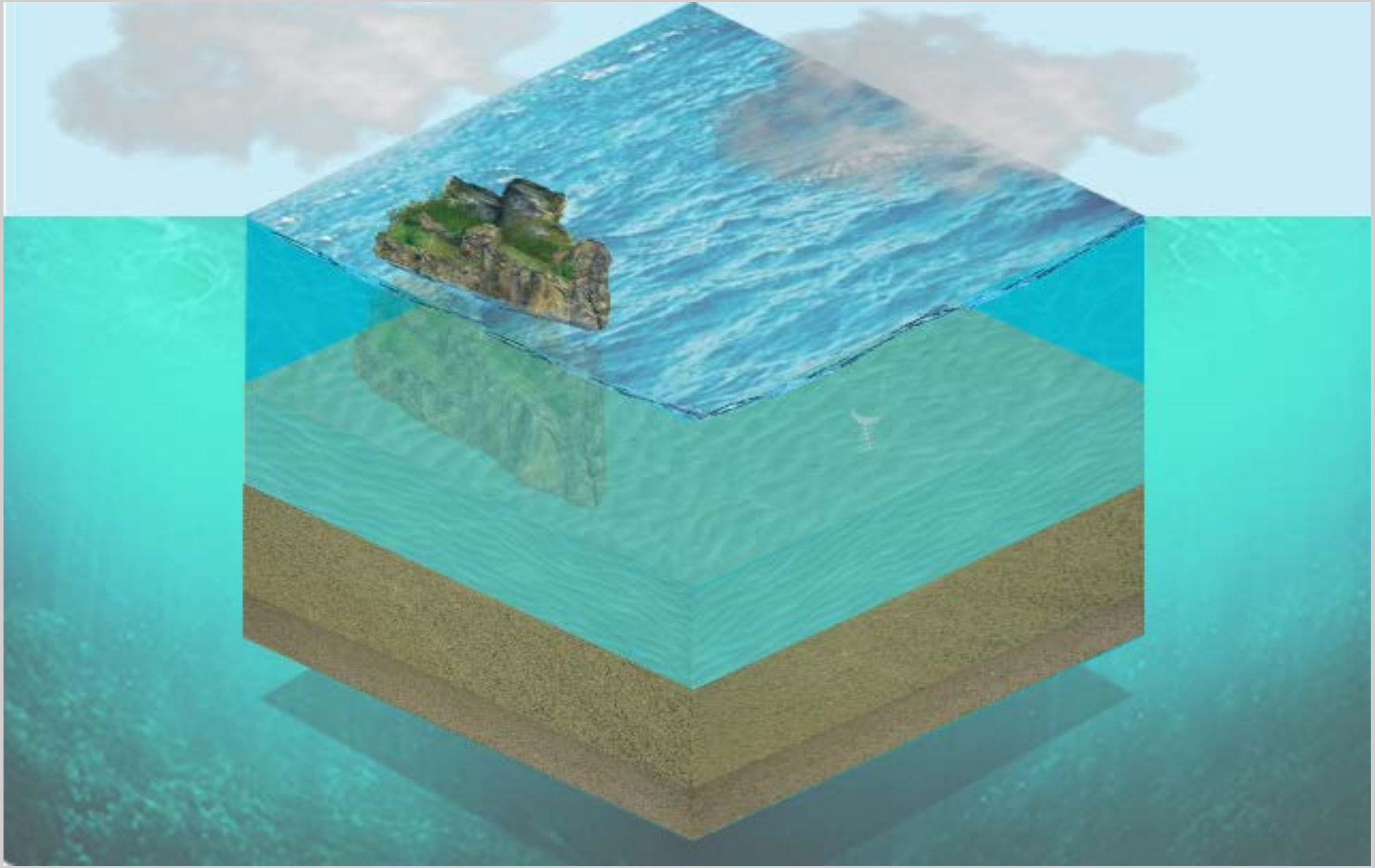
“Colossus”



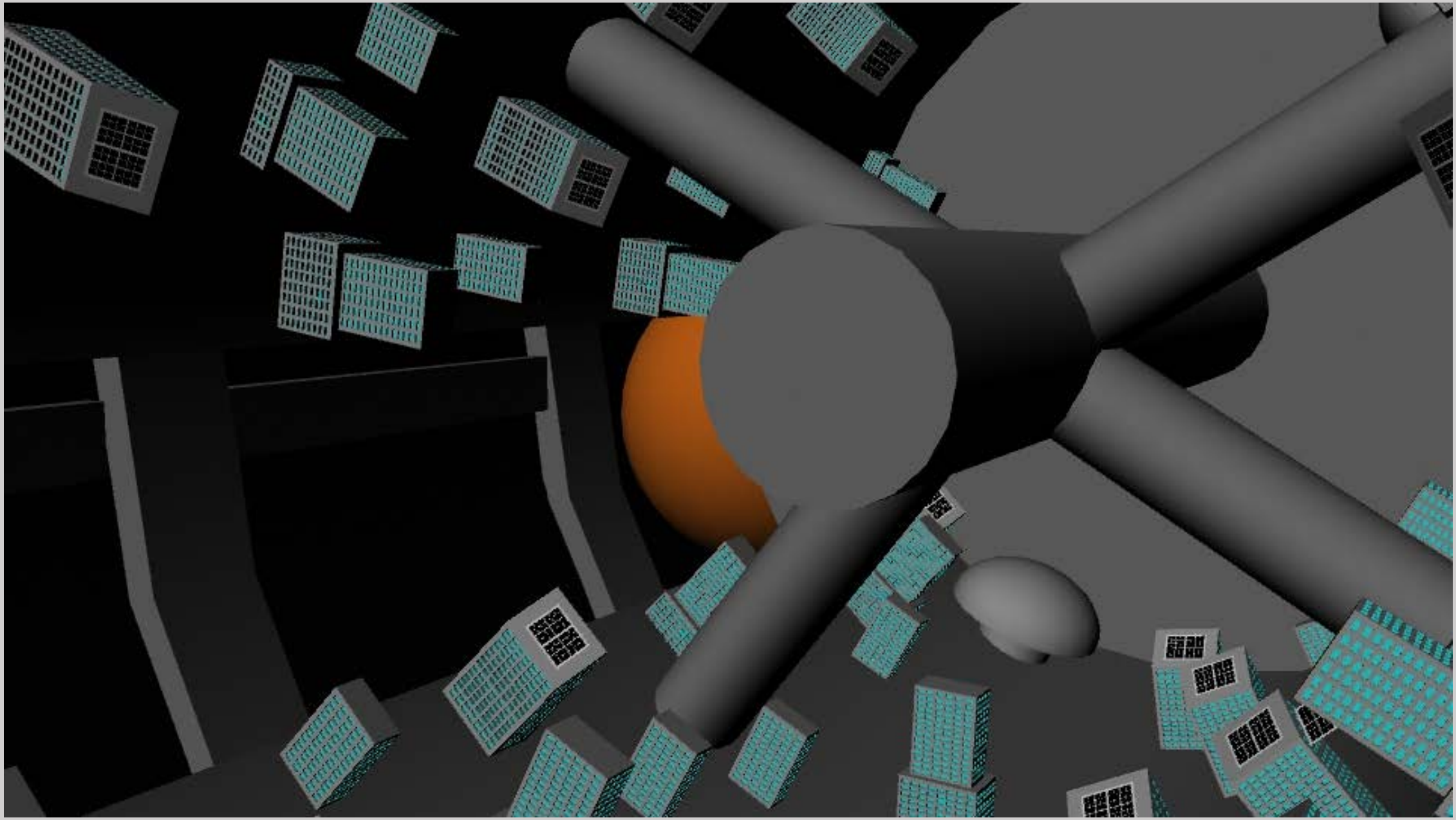
“Infinity”



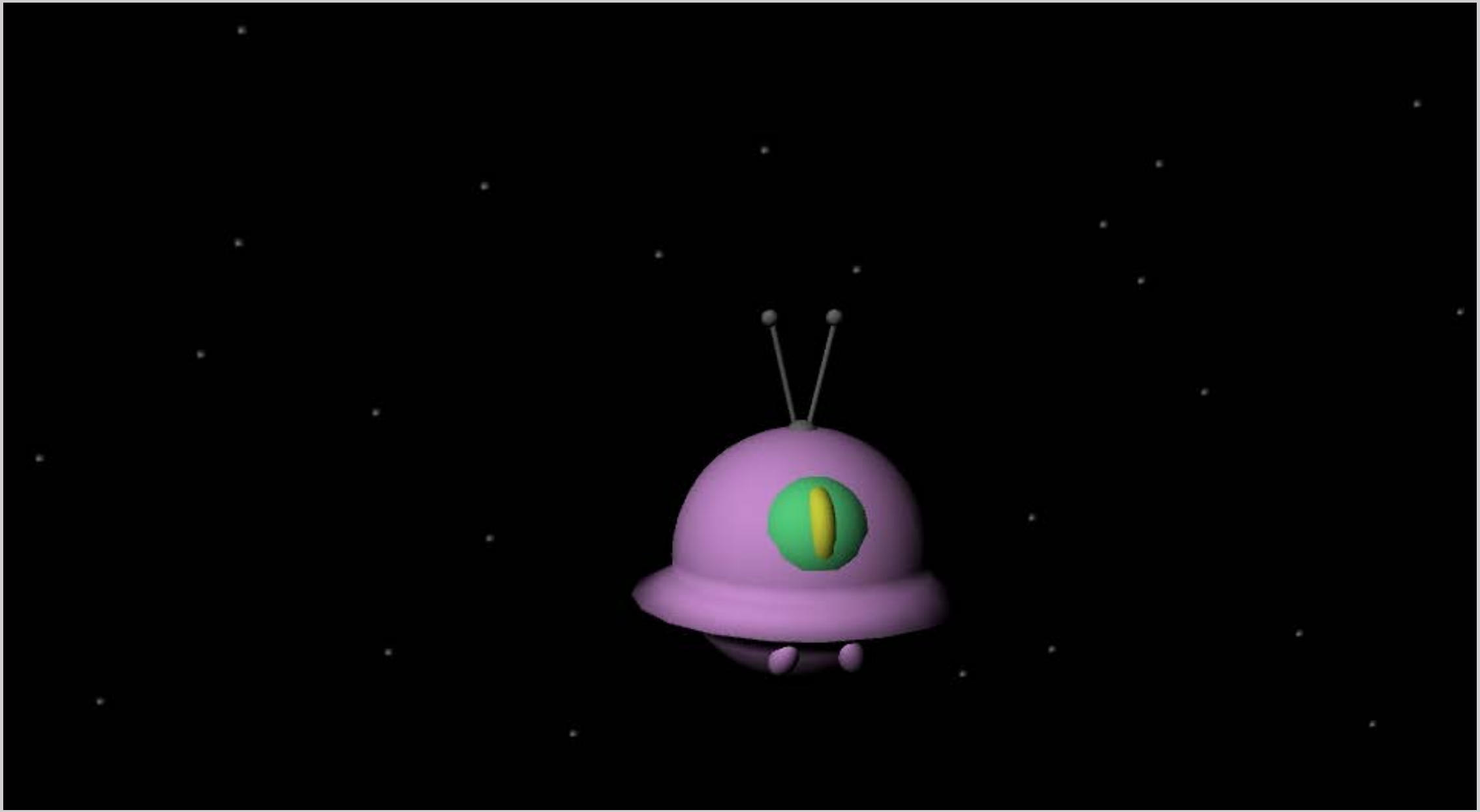
“Isometric”



“Lost in Space”

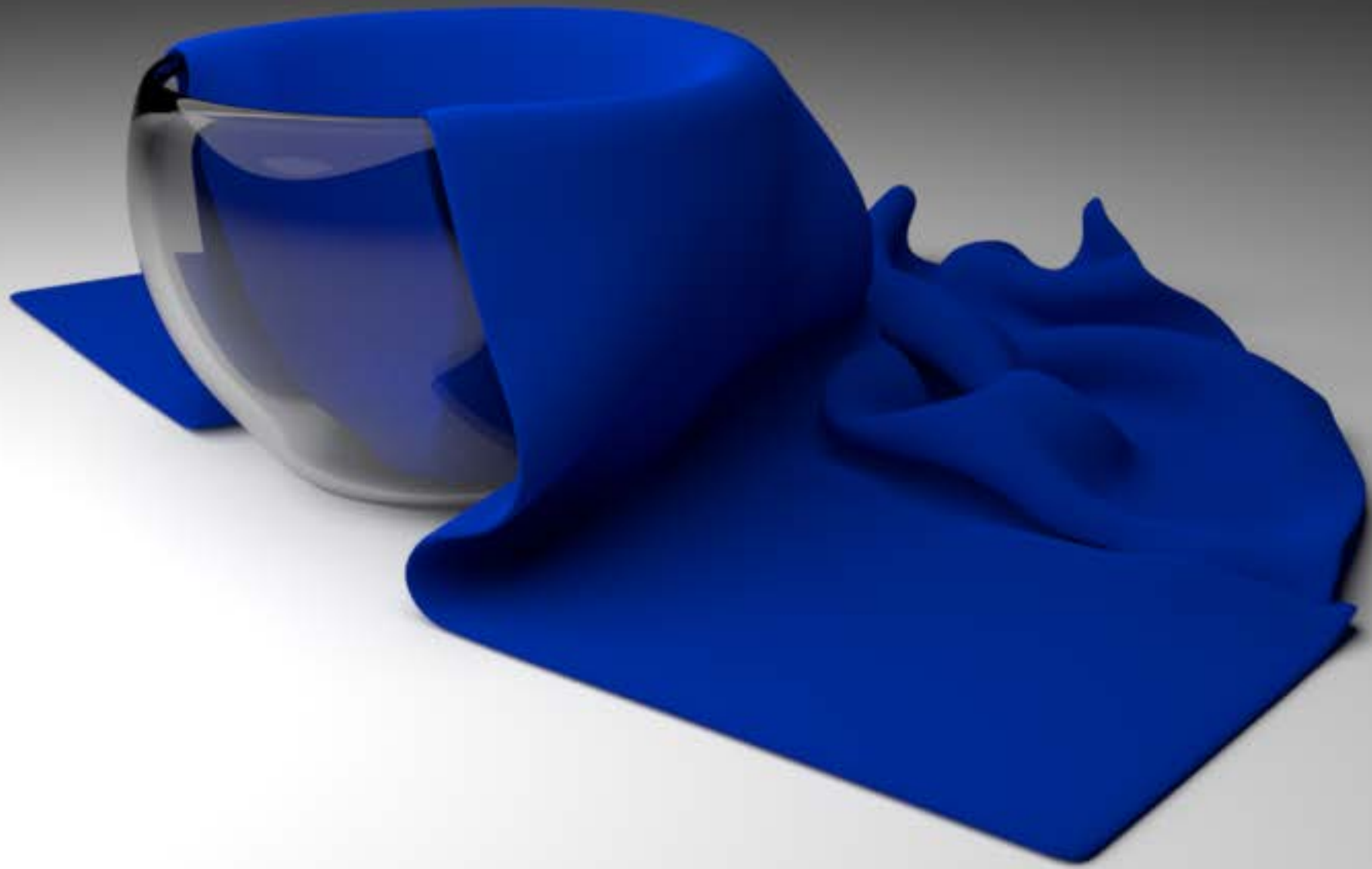


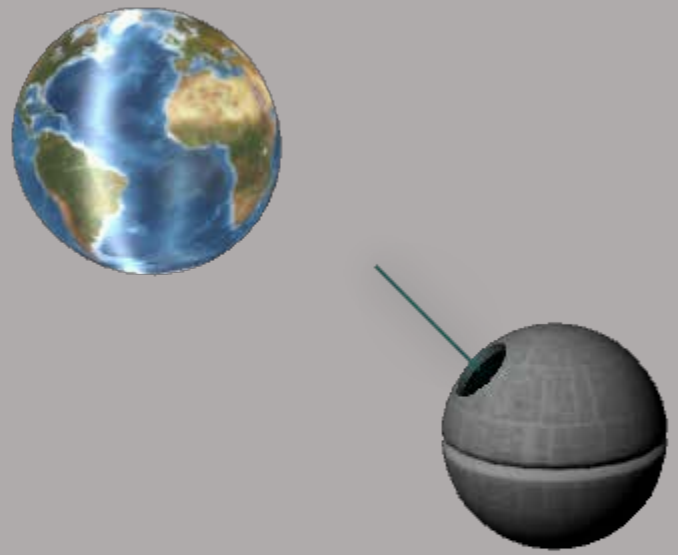
“Lost in Space”

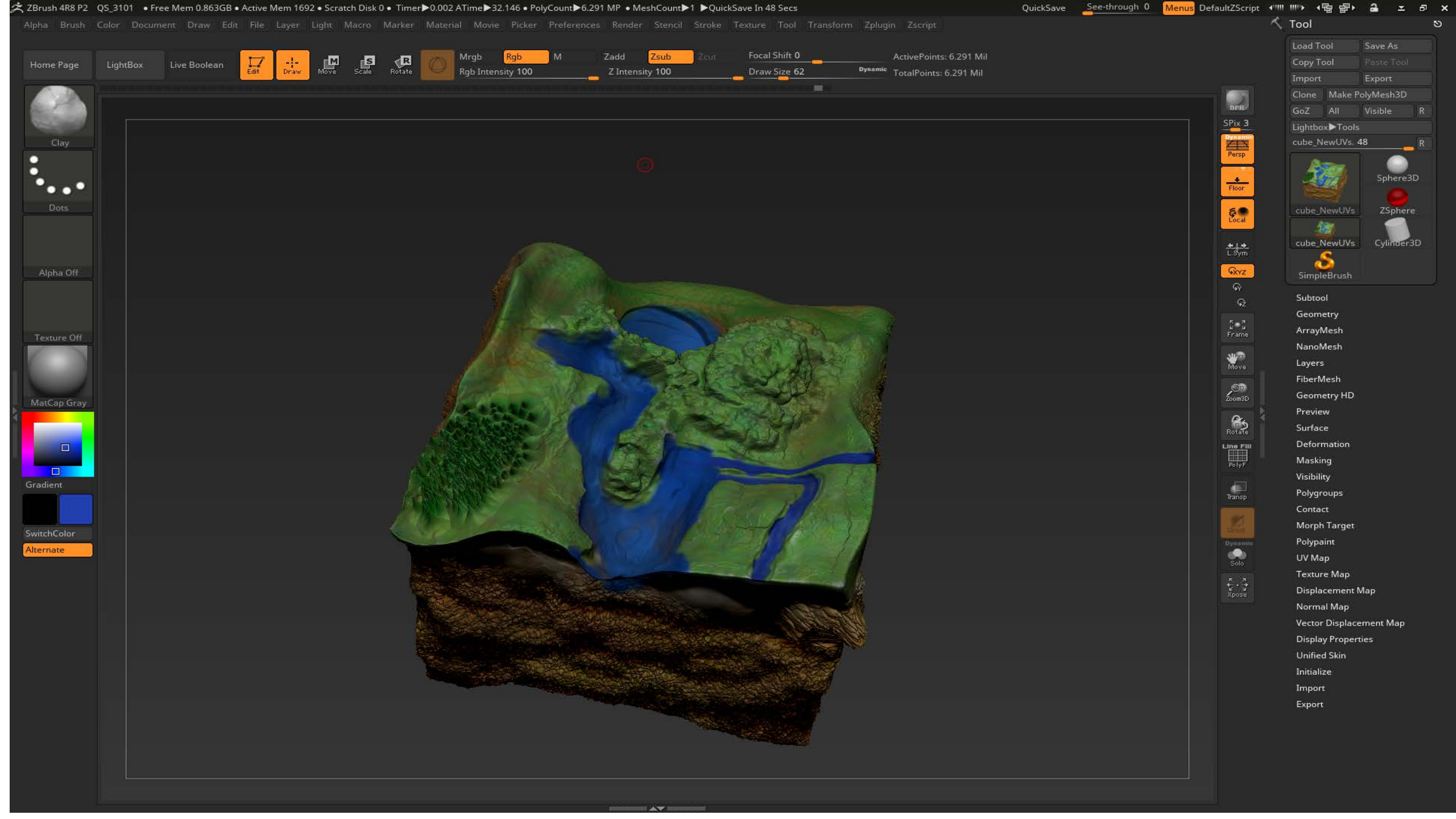


“Haunted”

“Space Adventure”






ZBrush 4R8 P2 QS_3101 • Free Mem 0.863GB • Active Mem 1692 • Scratch Disk 0 • Timer▶0.002 ATime▶32.146 • PolyCount▶6.291 MP • MeshCount▶1 ▶QuickSave In 48 Secs
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LightBox
Live Boolean
Edit
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Mrgb
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Zadd
Zsub
Zcut
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Z Intensity 100
Focal Shift 0
Draw Size 62
Dynamic
ActivePoints: 6.291 Mil
TotalPoints: 6.291 Mil
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Dots
Alpha Off
Texture Off
MatCap Gray
Gradient
SwitchColor
Alternate
BPR
SPix 3
Persp
Floor
Local
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Line Fill
PolyF
Transp
Ghost
Solo
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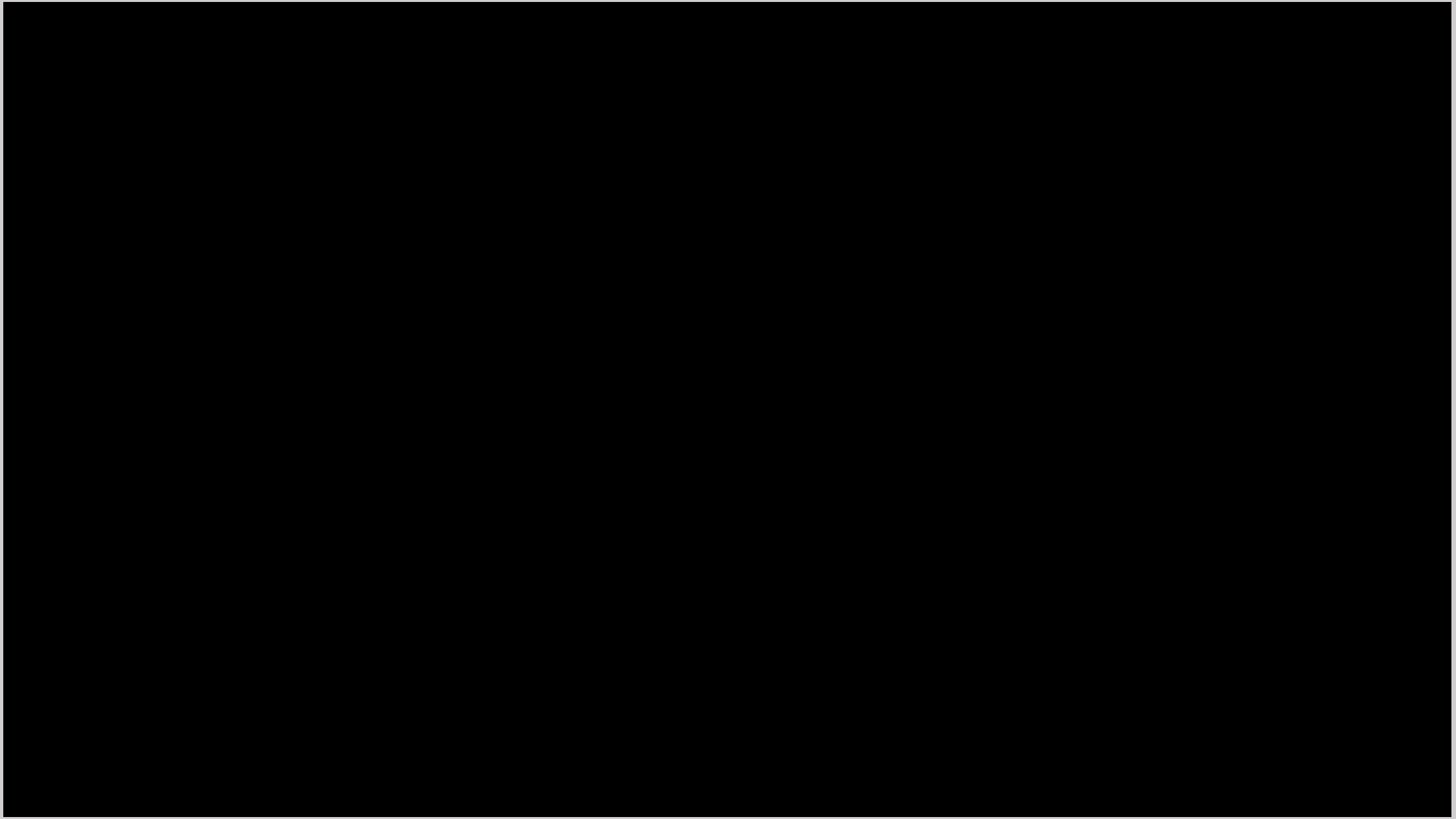
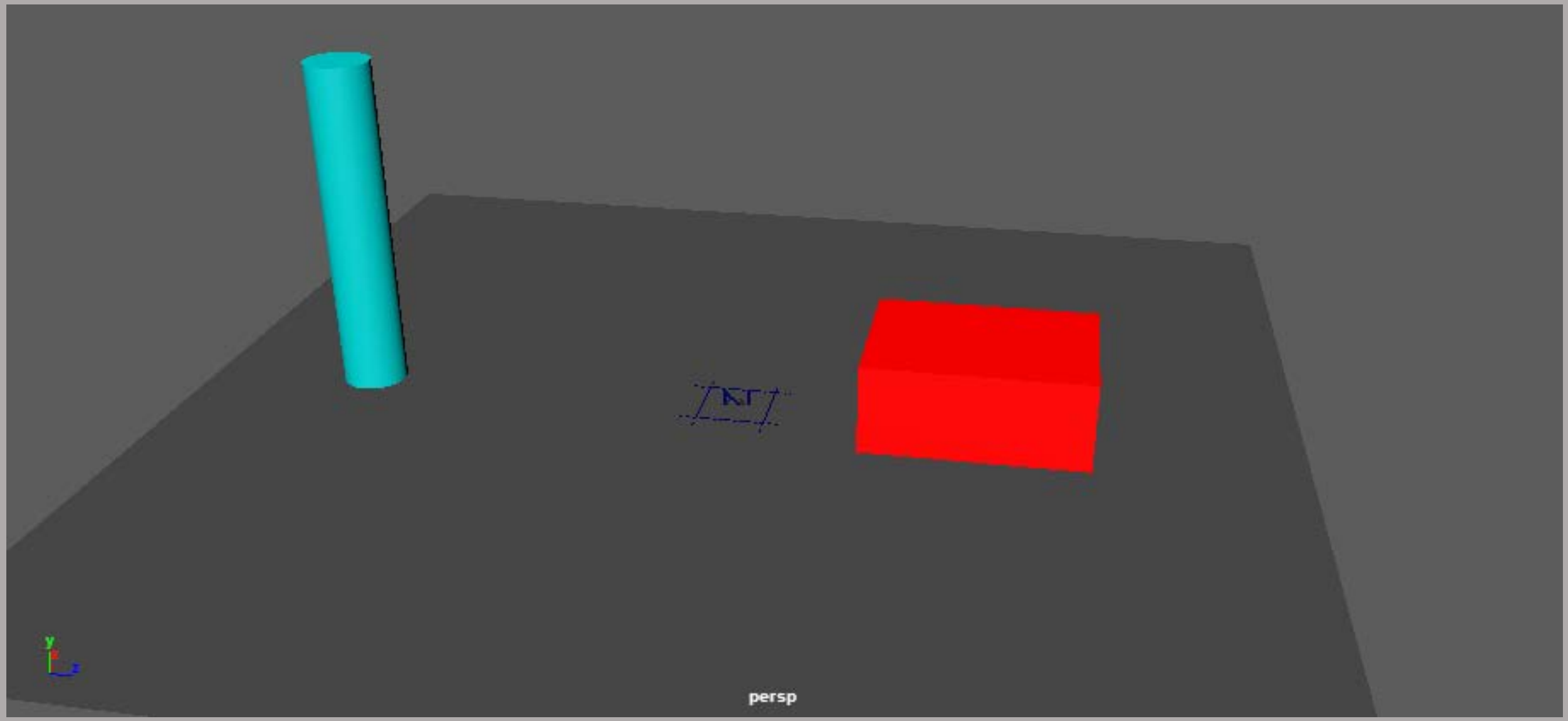
R
Lightbox▶Tools
cube_NewUVs. 48
cube_NewUVs
Sphere3D
ZSphere
Cylinder3D
SimpleBrush
Subtool
Geometry
ArrayMesh
NanoMesh
Layers
FiberMesh
Geometry HD
Preview
Surface
Deformation
Masking
Visibility
Polygroups
Contact
Morph Target
Polypaint
UV Map
Texture Map
Displacement Map
Normal Map
Vector Displacement Map
Display Properties
Unified Skin
Initialize
Import
Export

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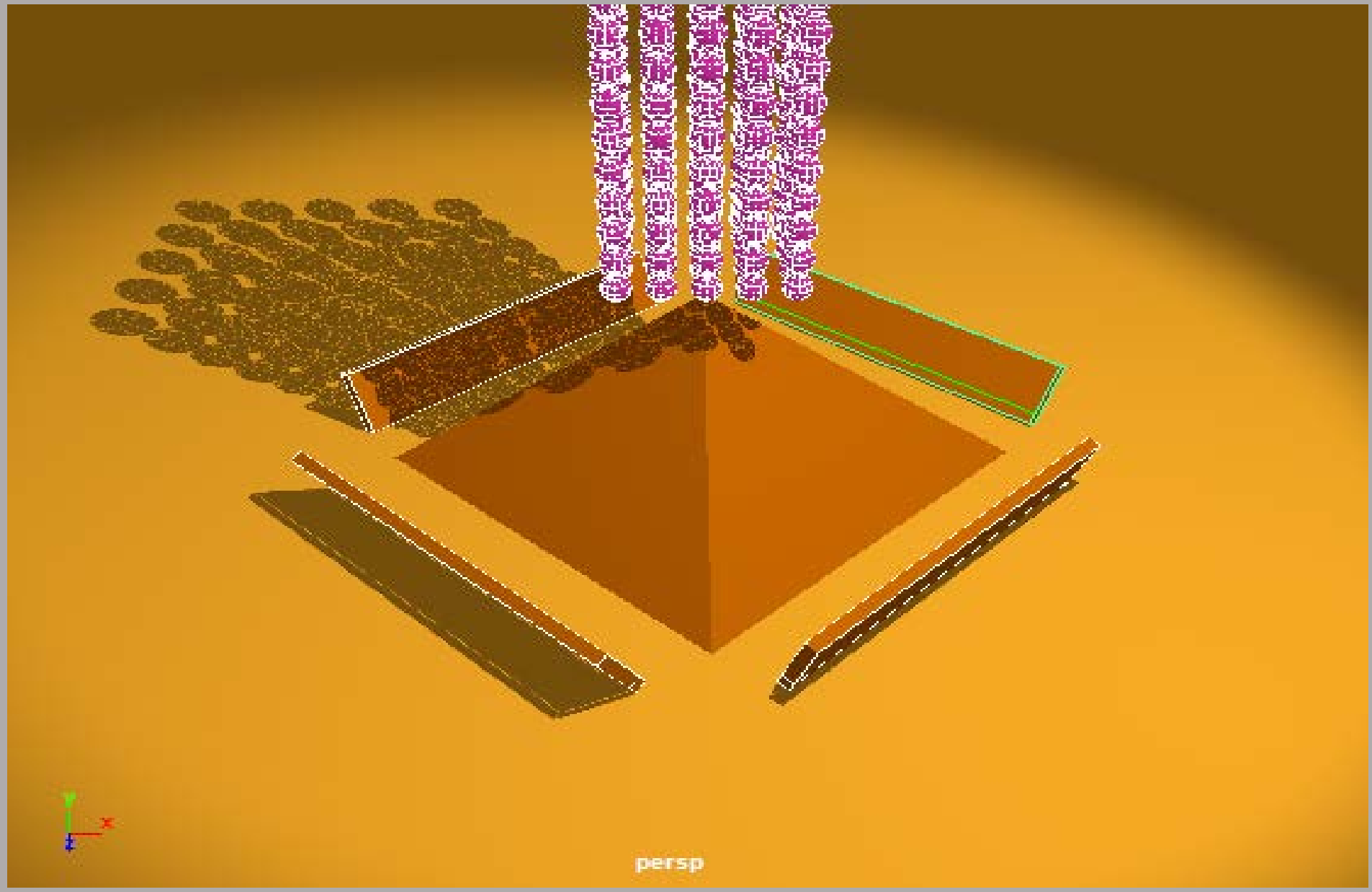
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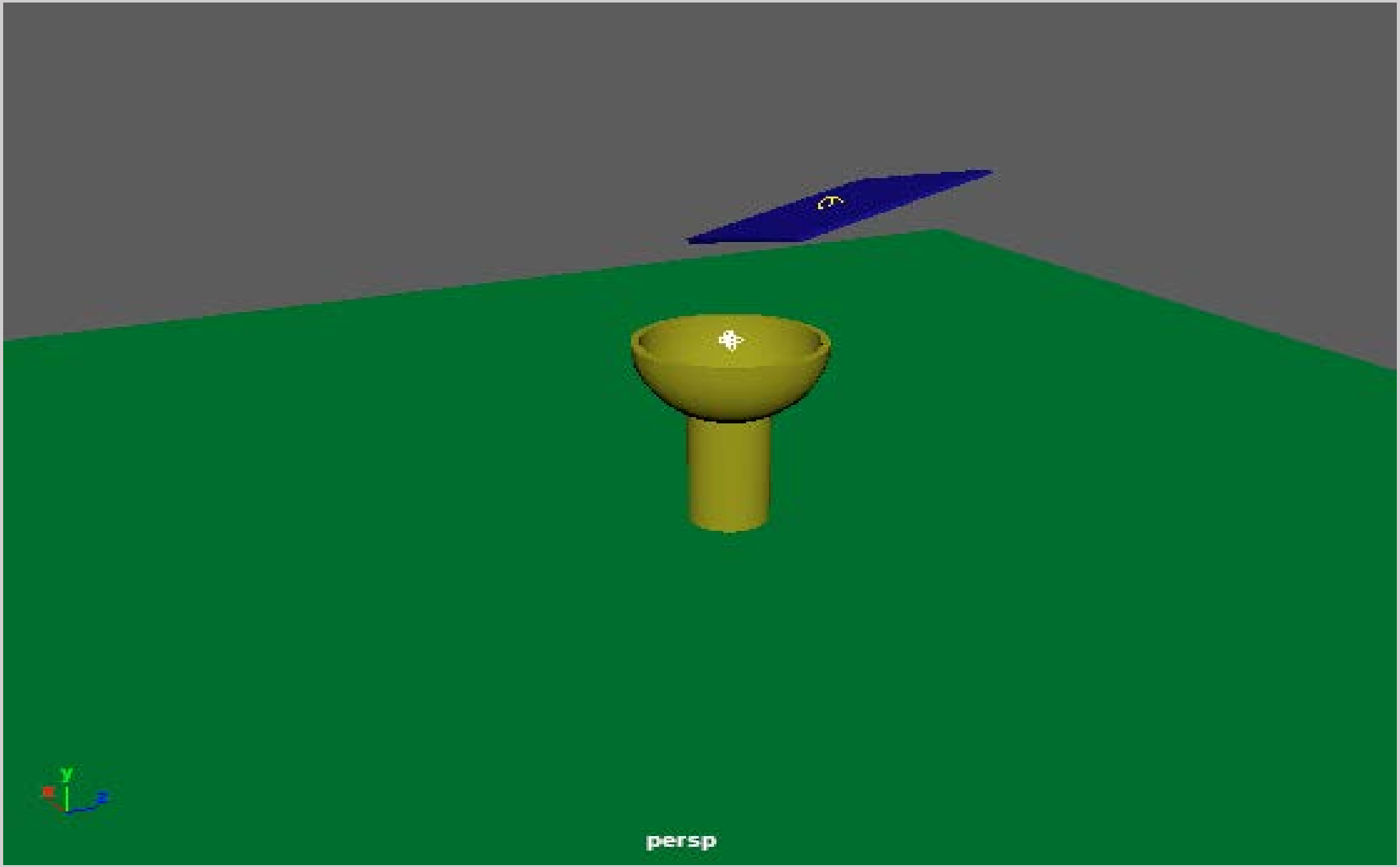
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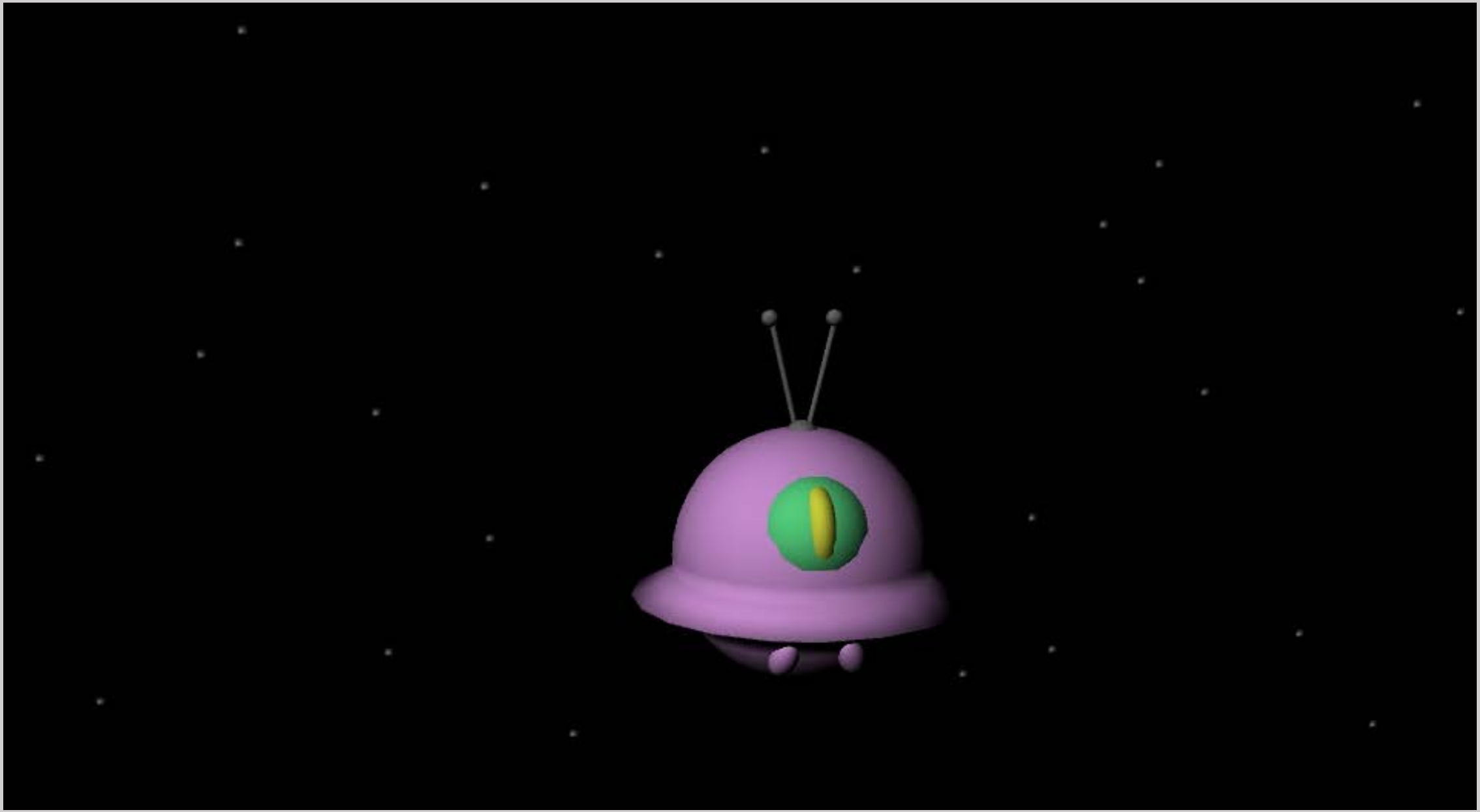

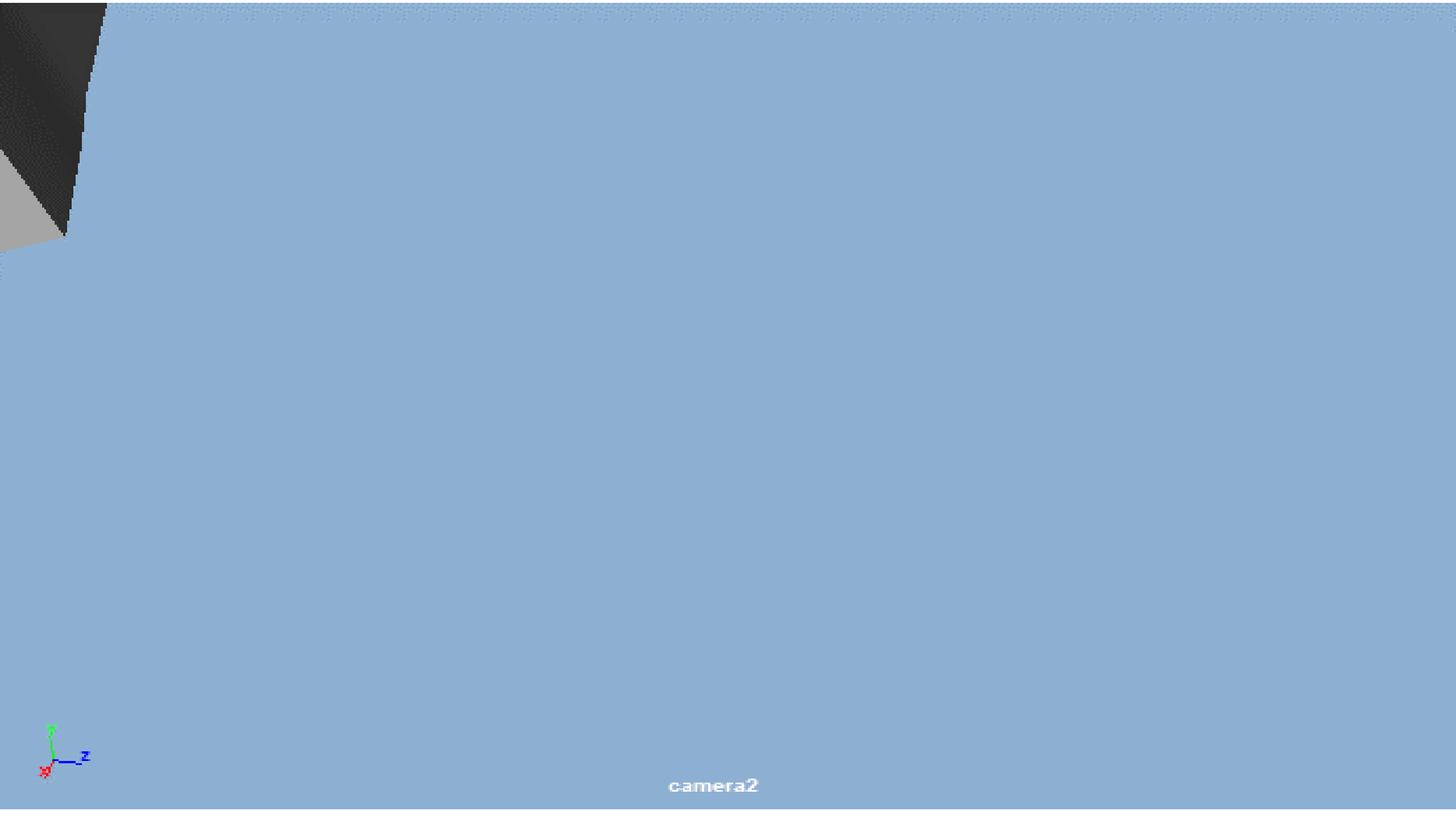
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Careers & Internships

Career Opportunities

- Browse Jobs by Category
- Job Fit Tool
- Analytic Positions
- **Business, IT & Security Positions**
- Clandestine Service Positions
- Language Positions
- Science, Engineering & Technology Positions

Student Opportunities

Application Process

Life at CIA

Benefits

Diversity

Foreign Language

Military Transition

Tools and Challenges

FAQs

Video Center

Interactive Designer

Work Schedule: Full Time
Salary: $54,308 – $80,505*
Location: Washington, DC metropolitan area

Add to Job Cart

***Higher starting salary possible depending on experience level.**

CIA multimedia production units are seeking creative user interface and user experience designers who can convey an analytic story visually through multimedia for the President of the United States, US policymakers, and other officials.

As part of a team you will partner with peers to produce of a wide variety of products, including complex intelligence analysis, training material, and other important pieces. Products are designed for conveyance via mobile devices, web, and print. All work is conducted in a team environment, with members focusing on one or more specialty, such as scripting, graphic design, cartography, 3D animation, motion graphics, illustration, and imagery. Applicants must work well in a team environment and be passionate about information design and technology (mobile and web). We are seeking junior and experienced designers and offer competitive pay.* Opportunities exist to participate in internal training as well as external workshops and conferences.

Our overarching unit, the Multimedia Production Group, has won awards externally and within the Intelligence Community for creating visually-engaging intelligence products. We have a very talented team of individuals who believe in collaboration and innovation and have a passion for design and technology.

Minimum Requirements:

- Bachelor's degree in Interaction Design, Graphic Design, Fine Art, Cartography, GIS, Computer Science or related discipline with a strong emphasis on graphic, information, or user experience design.
- Ability to shape and lead solutions to data visualization in an increasingly complex and changing technological environment.
- Experience with the Adobe creative suite, HTML5, CSS3, Javascript, and version control applications.
- Applicants with a background in design must provide a strong creative portfolio demonstrating good use of typography, grid-based design, white space, and color theory.
- Applicants with a background in cartography/GIS should have experience with the ESRI GIS suite and familiarity with cartoCSS and Map tile presentation libraries such as Leaflet, OpenLayers, and/or Cesium.
- Excellent interpersonal skills are required to work and interface with customers, coworkers, management, and contractors.
- Knowledge of multimedia production tools and methodology and a strong technical aptitude to quickly learn new software and hardware.
- Experience with user experience concepts and an ethos based on user testing.
- Experience creating wireframes, storyboards, and prototypes for use in design review and user testing.

Job Cart 0 jobs in your cart

1 2 3 4

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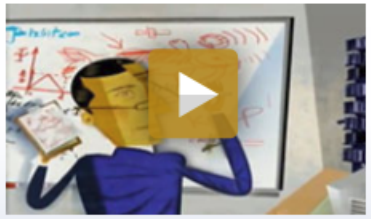
FEATURED VIDEO



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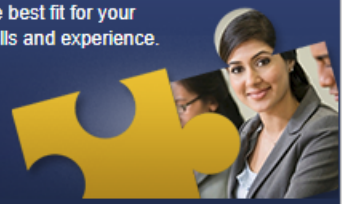
JOB FIT TOOL

Find the CIA job that's the best fit for your skills and experience.



Start Job Fit ▶

MYTH #1

An average day as a CIA employee involves a car chase in a foreign city.

TRUE or FALSE?

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Thank you