



# Curriculum Vitae / Resume'

Chris Tome - 1904 Massey Circle, Charleston, WV 25303



# Executive Summary

*Over 35 years pro experience in computing systems, specializing in multiple fields of computer graphics. Three time nominated Maggie Awards journalist in hi-tech print publishing, voice of the 3D animation industry for six years. Proven experience in education, designing conference curriculum and sessions, speaker procurement, teaching/training, and innovating in hands-on labs with artistic focus. Degree in Advertising Design with Masters' equivalent in on-the-job experience. Self starter and excellent personal motivation skills combined with successful track record of working with and managing teams of people where excellence and passion for their jobs were a constant. Left and right brain skill-sets make for well-rounded abilities, from authoring legally binding contracts and documents, creating proposals and performance reports, into creative work in design, marketing, publishing, social media, website architecture/creation, and video/motion graphics/3D animation.*

## Goals

To always further my education and knowledge of technology, user experience, design, implementation, branding and positioning, and more. To be part of projects and companies to achieve success beyond any one person's abilities, and to take part in creating great things with teams of dedicated people. Whether consulting, client relations or in full-time employ, to always give more than I receive, and to strive for excellence in everything I touch.

## Key Qualifications

Decades of proven experience in hardware, software, UX/UI architecture, project management, professional journalism, conference planning, classroom and video based training programs and courseware, web development, content management systems, multi-national & multi-million dollar industry event planning and management, multiple team management functions across sales, marketing, editorial, and more. Experience in personal and corporate training, proven expertise in all forms of digital art, public speaking, writing and presentation chops.

## Education & Professional Affiliations

Bachelor's in Advertising Design from Art institute of Ft. Lauderdale, Conference chair for 3D Design Conference, Advisor for Game Developer Conference, Visiting Fellow, American Film Institute, Co-Founder of The Studio at SIGGRAPH, Education & Events Coordinator for San Francisco SIGGRAPH Professional Chapter, Speaker at conferences like DV Expo, Photo Marketing Ass., MacWorld, SIGGRAPH, NAB, etc. Globally respected 3D industry expert as editor/writer for 3D Magazine, technical editor for Animation Magazine, Contributing Editor for Create Magazine, Computer Graphics World, others.

## Of A Personal Note

Learning is like air for me, an absolute necessity. Art, history, tech, science, it's all good. When taking a rare break from educational pursuits, I can be found reading authors like Asimov, Clarke, Bear, and Gaiman. Abhor re-runs as a waste of time yet could always watch The Matrix again. Enjoy rollerblading, spending time with wife and kids. Anything art. Miss San Francisco greatly. Non-smoker, non-drinker, drug free.

Living in WV and being self-employed has been challenging for someone with my skills. Paying the bills, mortgage, etc. is all I am blessed enough to honestly claim. Coming from SF, it was quite an adjustment. Business-wise, it's one of the most depressed areas in the nation due to plaintiff friendly legal system, diminishing population, and more.



# CV / Resume' - Chris Tome

## Stats

**Name:** Christopher Tome **DOB:** 07.02.69 **Race:** Caucasian **Height:** 6'4" **Weight:** 187 lb. **Relationship:** Married  
**Relocate:** Yes **Travel:** Yes **Availability:** Immediate

## Education

**Bachelor's Degree:** Advertising Design - Art Institute of Ft. Lauderdale - 1989 Grad

**Note:** Have been offered faculty positions at two University's with Honorary Masters in work experience to qualify.

## Professional Experience

**2002-2014:** Founder/CCA - Adapptiv LLC (dba ApplePROwv, WholeApple Media, 3D|VfX, iPROpc)

**2001-2002:** Editor in Chief - iC3D Magazine (Designed, wrote and edited a full print mag in 3 weeks)

**2001-2002:** Editor in Chief - DesignFreak Inc. - Design/Editorial Lead for FreakZine at designfreak.com

**1994-2004:** Founder of Guerilla Gallery (Studio) @ SIGGRAPH Conference

**1995-2001:** Tech Editor/Editor/Conference Mgr. - 3D Design Group - CMP Media

**1994-1995:** Product Specialist - LightWave 3D on SGI - Xaos Tools

**1989-1993:** Freelance Vinyl Race Car Graphics Business (Partnership)

**1983-1986:** Sales Mgr. / ProComp Systems - CAD & DTP Specialist

**1984-1986:** Self-Employed - Professional Desktop Publishing System Sales/Support (Macintosh)

## Most Notable Achievements

Without doubt, my years at CMP (formerly Miller Freeman) were the most fulfilling and exciting period of my professional career. The 3D industry was exploding, the people i worked with and managed were world-class, and though upper management fought the Internet and cost UBM hundreds of millions, my time there was exciting, challenging, fulfilling and a daily learning experience in everything from managing and team dynamics, to becoming a better writer/editor and consequently, a better teacher. Add the 3D Conference and my central roles in its' success? It was Nerdvana, and I, it's King. Much of what I miss about San Francisco revolves around the amazing people I was honored to call colleagues as well as friends.

## Ten Years Gone, but Not Wasted

Self-employed for more than ten years, under the name Adapptiv LLC, a full-service agency with a content-centric focus. In part due to family obligations but mostly due to the anemic business environment, it was necessary to "branch out" into some other core competencies. WholeApple Media (wholeapple.com) was my way of staying in touch with industry, doing reviews, news, tips & tricks, and so on, with revenues being secondary. 3D|VfX is the motion graphics, 3D and video "division" of Adapptiv. ApplePROwv is local support, installations, upgrades, and Mac services, and iPROpc is the custom PC building service I have offered for a few years. Though far from lucrative, being here has taught me more about how everyday people use and interact with technology, what expectations are at many developmental and economic levels, and provided perspective that living in the Bay Area can tend to mask. It's been interesting for sure.