

# Patrick J. Day

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## Summary

Over 30 years experience in the field of multimedia development, interactive classroom courseware development, graphic design, technical illustration, and video production. Over 25 years in service on the F-16 Pilot Training Program. Background in designing interactive computer based training, classroom lecture material, 3D animation, audio recording, and digital video. Possess skill in programming, software integration, computer hardware installs and maintenance, and network design and administration.

## Professional History

### Crew Training International; Luke AFB, AZ 2014-present

#### Production Specialist

- In support for the WSSC F-16 pilot training program.
- Develop and revise lectures and computer based training using software such as Flash, Photoshop, Illustrator, and 3D studio Max.
- Design user interface for computer based training material and desktop simulation programs.
- Developed and programmed classroom and CBT presentations using Flash and Actionscript.
- Developed and customized template for classroom PowerPoint presentations.
- Tasked with capturing and editing video into digital format using Adobe Premier.
- Responsible for managing and prioritizing daily workflow in the media department.
- Supervise other Media Specialists and their workload.
- Develop and revise standards for graphics used in courseware development.
- Streamline procedures used in creation of material used in training materials.
- Setup and maintain network system-wide backup.

### Lockheed Martin; Luke AFB, AZ 2002-2014

#### Media Specialist/Media Lead

- In support for the WSSC F-16 pilot training program.
- Develop and revise lectures and computer based training using software such as Flash, Photoshop, Illustrator, and 3D studio Max.
- Design user interface for computer based training material and desktop simulation programs.
- Tasked with capturing and editing video into digital format using Adobe Premier.
- Responsible for managing and prioritizing daily workflow in the media department.
- Supervise other Media Specialists and their workload.
- Developed new standards in aircraft cockpit panel illustrations.
- Developed and revise standards for graphics used in courseware development.
- Streamlined procedures used in creation of material used in training materials.
- Maintained office computer systems and network operability.

### McDonnell Douglas/Boeing Aerospace; Luke AFB, AZ 1992-2002

#### CBT Specialist/Graphic Illustrator

- In support for the WSSC F-16 pilot training program.
- Developed and revised lessons for computer based training program.
- Created format and panel designs used in lecture and computer based training lessons.
- Responsible for setup and configuration of network for both office and CBT learning center including Windows 2003 Server, DHCP, TCP/IP protocol, and topology.
- Responsible for setting up, configuring, and maintaining office and CBT workstations.
- Produced and revised artwork for lectures and workbooks.
- Instrumental in converting 35mm slide format to computer based presentation format.

### CAE-Link; Luke AFB, AZ. 1990-1992

#### Senior Graphic Artist

- Produced and revised artwork for lectures and workbooks.
- Primary force in creating standardized and upgraded master art.

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## Employment (Continued)

### CAE-Link; North Island NAS, CA. 1988-1990

#### Senior Graphic Artist

- In support for the SH-60F and HH-60H aircrew training program.
- Developed graphics for the aircrew training CBT lessons.
- Responsible for designing and developing master artwork and computer animations.
- Trained personnel on computer systems and managed graphic artist's workload.

### McDonnell Aircraft; Luke AFB, AZ. - 1987-1988

#### Graphic Artist

- In support for the F-15E aircrew training program.
- Produced camera ready, color artwork for lecture based classroom material.
- Developed color illustrations, pen and ink renderings, and cartoons.
- Created panels and other artwork for computer based training.

### Tiernay Turbines; Phoenix, AZ. 1986-1987

#### Technical Illustrator

- Provided illustrations for Army repair and overhaul manuals.
- Black and white photography and film development.

### Hughes Aircraft; Tucson, AZ. 1985-1986

#### Technical Illustrator

- Developed assembly manual illustrations for the AGM-65 Maverick, AIM-120 AMRAAM, and the AIM-54 Phoenix missile programs.

### Sperry/Honeywell; Phoenix, AZ 1983-1985

#### Illustrator

- Provided illustrations for customer training and instruction manuals.

## Additional Achievements/Accomplishments

- Designed and programmed current version of classroom and CBT presentation software using Adobe Flash and Actionscript
- Book cover and children's card game design.
- Web development for product information and commerce web sites.
- Video production and editing projects.
- Experience recording studio processes including recording, mixing, and mastering.
- Completely reconfigured the Air Force CBT learning center network, improving its speed, reliability, and ease of management considerably.
- Manage office network, greatly improving its operation using new software configurations, and recommended software and hardware upgrades.

## Software

- Adobe products which includes Flash, Photoshop, Illustrator, Premiere, and Dreamweaver
- Actionscript 2 and Actionscript 3 programming
- 3D Studio Max
- Microsoft Office Products including PowerPoint, Access, Excel, and Word
- Sony products which includes Vegas and Sound Forge
- Studio recording software Sonar X3
- Articulate
- Virtual Box
- CMS programs such as Moodle