

overview

Clay Hamilton is a senior content, new media, and UI/UX producer with over 15 years of experience delivering innovative, engaging material to academic, research, non-profit, and business institutions.

experience

Current Projects

Smart Energy (smartenergyshow.com)

Co-Director/Producer for Non-profit Energy Blog

Responsibilities:

- Shoot and edit video interviews with researchers, industry leaders, and venture capitalists on a wide variety of energy issues
- Set up and maintain a Drupal-based website
- Develop an ArcGIS/Google Maps solar energy data tool

Visionlearning (visionlearning.com)

Communications & Media Consultant for Science Curricula Library

Responsibilities:

- Help develop and implement website specifications
- Develop recommendations, wireframes, and designs for website redesign
- Provide image research, graphic development, and editorial assistance on a range of science curricula.

Stanford University's Bechtel Center

Developer of a multimedia presentation for international visitors

Responsibilities:

- Consult on presentation topics
- Develop video, photo, and graphic content for the presentation

2004 - 2009

Stanford University School of Earth Sciences / Academic Computing (pangea.stanford.edu)

Academic Technology Specialist, Web Producer, Content & New Media Developer

Responsibilities:

- Solicit, develop, and write content highlighting current research for web and print applications, as well as google map/google earth applications
- Create/maintain Earth Sciences related websites, databases, and social media
- Direct, shoot, and edit video highlighting programs, research, and individual faculty
- Develop media kits to highlight faculty research and funded programs
- Create graphics illustrating educational and research concepts
- Write, assemble/create supporting media, and layout alumni newsletter
- Plan and help develop systems allowing for easier content submission/maintenance
- Participate in efforts to reach out to alumni

experience

1992 - 2004

Self-employed. Clients include:

Stanford University Media Solutions

Project Manager, Multimedia/Print Designer

Responsibilities:

- Manage multimedia projects, including art direction, production oversight, budgeting, and client relations
- Work with faculty to design, research, and produce innovative lifelong-learning programs for AllLearn (a collaboration between Stanford, Yale, and Oxford)
- Direct video/audiotaping of faculty lectures, musical performances, and dramatic readings
- Design and produce Flash and QTVR learning modules
- Design and produce associated print materials

National Oceanic and Atmospheric Administration (oceanexplorer.noaa.gov)

Outreach Consultant, 3D Animator

Responsibilities:

- Process bathymetry and develop photorealistic 3D deep-sea environments
- Work with researchers to create and animate earth processes and deep-sea environments
- Participate in the design of NOAA's OceanExplorer outreach website

San Juan School District, Utah (dine.sanjuan.k12.ut.us)

Multimedia Designer, Project Manager, Technical Consultant

Responsibilities:

- Multimedia consultant for Title VII Bilingual grant
- Produce, write content, and manage Navajo curriculum resource website
- Write and produce flash-based Navajo place names project
- Participate in the development of a bilingual K-12 writing program

Anasazi Heritage Center, Colorado

Multimedia Designer, Videographer, Scriptwriter

Responsibilities:

- Work with museum administrators, interpreters, archaeologists, and Native Americans to research, design, write and produce an interactive 3D kiosk exhibit
- Research, write, shoot, and edit a museum theater presentation on the past and present Native Americans in the Four Corners area.

Group Four Teleproductions, Colorado

Videographer, Scriptwriter, 3D Animator

Responsibilities:

- Produce, write, and direct a monthly television show
- Provide videography, graphics, and animation to a variety of clients, including: BP Amoco, Caterpillar, Sprint, Bureau of Land Management, and the National Forest Service.

education

2010

Master of Liberal Arts, Stanford University, Palo Alto CA

1990 - 91

Graphic design studies, Kansas City Art Institute, Kansas City MO

1988

B.A. English, William Jewell College, Liberty MO

proficiencies

Adobe Creative Suite: Illustrator, InDesign, Photoshop, Dreamweaver, Flash

Final Cut Suite: Final Cut Pro, Soundtrack Pro, Motion, Color, LiveType, DVD Studio Pro

3D Animation: Lightwave, World Construction Set

Web: PHP/MySQL, Drupal CMS, Javascript

GIS: ArcGIS, Google Maps API, Google Earth KML

publications

2008: Hamilton, C.T., Gori, C., and Tekchandani, M., *The Earth Scientist*, Stanford Earth Sciences: Palo Alto, CA.

2007: Hamilton, C.T., Gori, C., *The Earth Scientist*, Stanford Earth Sciences: Palo Alto, CA.

2006: Hamilton, C.T., Surma, L.L., and Egger, A.E., 2006. The effects of the 1906 earthquake on the Stanford University campus, in Prentice, C.S., Scotchmoor, J.G., Moores, E.M., and Kiland, J.P., eds., *1906 San Francisco Earthquake Centennial Field Guides: Field trips associated with the 100th Anniversary Conference, 18-23 April 2006, San Francisco, California: Geological Society of America Field Guide 7*, p. 193-213, doi: 10.1130/2006.1906SF(14).

2003: Lougee-Chappell, C. and Hamilton, C., *The Would-Be Gentleman: Experiencing Louis XIV's France*, Stanford University: Palo Alto CA.

2002: Stevens, B., Barth, G. and Hamilton, C., *Understanding Beethoven: The Mind of the Master*, Stanford University: Palo Alto CA.

2001: Hawkins, T., Martin, R., and Hamilton, C., *Encountering Homer's Odyssey*, Stanford University: Palo Alto, CA.

1998: Hamilton, C.T., and Breznau, T., *Using LW3D and WCS to re-create an ancient Native American pueblo. Notes about project management*, in *3D Artist Magazine 34: Columbine, Inc., Santa Fe NM, Oct 1998*, p. 14-16