

**Objective** An experienced artist and programmer with expertise in a variety of digital media and application development. Has experience in working in various types of companies such as production houses, web firms, software companies, and magazines. Has worked with clients such as Adobe, IDG, Ebrary, 3Com, Hewlett Packard, Siemens Pyramid, Oracle, Spruce Technologies, Immersion New Media, Visan, and RocketLife. Is a Certified Adobe Flash Developer and owner of U.S. Patent #7827498 which was released 11/2/2010.

**Summary of strengths:**

**Languages:** ActionScript 2/3, MXML, JavaScript, XML, SVG, HTML, CSS.

**Tools:** Eclipse Platform, Flex Builder, Flash Platform, Photoshop, After Effects, Illustrator, SketchUp.

**Open Source:** Papervision3D, JigLibFlash.

**Command Line:** Unix, Dos. General experience with navigating directories and basic commands.

**Experience**

**Independent Contractor (3/2006-present)** Sacramento, CA

Worked with various clients independantly as a programmer and/or designer such as Green Frog Soap, Alterati, Greylodge, Addashield, oneCube, Advialiant, MightyGoodDeals.com, and others. Worked on a broad range of projects such as widget development, website design, website development, email ads, print brochures, and logo design.

**Interface Designer/Programmer (2/2003-3/2006)** Visan Folsom, CA

My main role at Visan was to design and implement the user interface for their application RocketLife. Worked heavily with engineers and designers in all stages of software development (proto-types, demos, final releases). Patent #7827498 was earned while working at Visan and released on 11/2/2010 "Method and system for dynamic interactive display of digital images".

**Interface Designer/Programmer (7/2001-2/2003)** GlobalStreams Sacramento, CA

My main function was in the R&D division was as a programmer and interface designer for their video communication application VibePhone. Programming skills used: HTML, XML, CSS, Javascript, VBScript, ActionScript. This company was formerly know as Play, Inc. (creators of Snappy, Gizmos, Trinity)

**Artist/Programmer (3/2001-7/2001)** **Independent Contractor** San Jose, CA

Worked with several clients (YourSurgery.com, Metalepsis, Interactive Sapience Corp., Spruce Technologies, Ice Black Productions, and Immersion New Media) .

**Creative Development Manager (9/2000-3/2001)** **Spruce Technologies** San Jose, CA

Responsibilities included designing web and DVD video interfaces, embedded DVD development, logo design, web programming (Java Script, Flash, HTML, XML, VBScript, SQL), and management of creative services. Met and worked directly with various clients in order to identify their needs. Spruce Technologies was acquired by Apple Computer in July 2001.

**Lead Interface Designer (1/2000-8/2000)** **Immersion New Media** Santa Cruz, CA

Responsibilities included interface design, website design, embedded DVD development, logo design, company branding, and programming. Some of our clients included: Covad, Adobe, Interactual, Cutting edge productions, Spruce Tech, Earth Dance, and Ebrary.com.

**Independent Contractor (3/1999 - 12/1999) Spruce Technologies** San Jose, CA

As an independent contractor my responsibilities included interface design, video design/animation, software splash-screen design, web database programming, website design, embedded DVD development, and general art direction. Authored a web-based lead management database solution, migrating marketing leads and customers from the firm's Excel spreadsheet, so that they could be viewed, added, updated, deleted, and sorted by demographic and financial information, through web access by dealers and sales force worldwide. This involved pass-through of complex SQL queries. Used heavy VBScript and JavaScript coding to develop the Convergence web-DVD, with interfaces that are navigable via a web browser and integrate both documents and URLs on the DVD with active web content.

**Online Producer (1998-1999) IDG Games Media Group** San Francisco, CA

Working with a team of developers, converted the existing data for huge web sites PCGames and Gamepro Online into a Vignette Story Server database. Performed extensive interface design, content management, template design, JavaScript, CGI, and web animation. Authored and continuously maintained the new PCGames and Gamepro sites, the latter of which receives an average hit count of five million page views per month.

**Production Artist (1997-1998) Flying Beyond** San Jose, CA

Responsible for the design and production of corporate videos, interactive CD-ROM's, web sites, print material, and interactive kiosks. Some of the clients included 3Com, Hewlett Packard, Siemens Pyramid, Oracle, Silicon Valley Resource, CBT, Informix, Livingston, Network Peripherals Inc., and Unisys. Other duties included administering an NT Server, troubleshooting PC/MAC networking problems, and creating a job board and contact database for our Intranet using MS Access/SQL through MS IIS running NT 4.0. I was also responsible for the design and programming of Above Net's website which included database driven areas such as jobs, press releases, news, and events.

**Senior Graphic Artist (1996-1997) SacWeb** Sacramento, CA

Designed web pages and conceptualized user interface strategies. Managed the evening production department. Created animated GIFs, web ready images with Photoshop, source images for Shockwave games, Java rollovers, freehand illustrations, and HTML code. Clients included plenty of local firms, as well as Fortune 500 companies such as AT&T and Intel.