

Objective:

To obtain a challenging position in the area of user experience or web application design to utilize my unique skills in a dynamic creative environment; with the objective of increasing the companies position in the marketplace.

Skills:

Web application design, advanced web design, user interface design, user experience design, usability, actionscript 3.0, html, css, flash design, interaction design, & networked media.

Software Proficient in:

Flash, Dreamweaver, Photoshop, Illustrator, InDesign, Acrobat, Word, Excel, Powerpoint, Internet Explorer, Safari, Firefox, Mac OS X, & Windows XP

Work Experience:

Sept 2007 - May 2008

XLR8 Mobile

Interactive Designer/Flash Guru

Worked with the design team to create a unique experience for each widget and developed flat design comps into fully functional flash widgets that created a store front to deliver content to mobile phones. Successfully created an Actionscript 3.0 widget platform that increased productivity by 50%. Collaborated with the design and product team to develop and design a widget creation social network website.

June 2006 - July 2007

Metaliq

Production Designer/QA Specialist

Contributed to the process of producing several web applications from concept to final delivery for companies such as Microsoft, Adobe, and Yahoo in a fast paced environment with high expectations. Successfully created marketing packets for perspective clients showcasing case studies of recent projects. Created an information architecture for the company website to bring the best user experience potential. Other duties included assisting with the QA process for many projects including Adobe Kuler and the Adobe Flash CS3 Components.

1997- Current

Guru Design

User Experience Designer

Specialized in designing interactive web sites and user focused web applications, along with web design consultation for small companies and individuals seeking innovative design solutions. Clients include Adobe, Metaliq, Maiden Lane Advertising, Mount Ida College, Topos Architects, and more. Created more engaging online experiences for various company sites more engaging and usable while adding profitability to the companies site.

Summer 2005

Omega Media

Intern/Mobile Flash Designer

Worked on designing mobile games from wireframe and comps to finish. Effectively designed layout comps, icons, functional spec sheets, and pseudo code to create a streamlined process for producing mobile games in a shorter amount of time.

2001-2004

Center for instructional Design

Instructional Technologist/Lead Designer

Successfully designed and maintained the first online college classroom for students while training faculty and staff in the use of web authoring software. Other duties included, Collaborating with faculty and consulting with faculty appropriate technologies for online use.

Education:

Academy of Art University, San Francisco, CA

M.F.A. - Computer Arts/New Media - Aug. 2006

G.P.A - 3.4

Mount Ida College, School of Design, Newton Centre, MA

Bachelor of Science - Graphic Design - May 2004 G.P.A - 3.5

Awards & Recognition:

2007 Communication Arts Award

2001-2003 Chamberlayne School of Design Annual Student Show Award

1st place 2005 Mount Ida College Photoshop Tennis Competition

References:

Available upon request

