

Creative and innovative multimedia designer and educator seeking a rewarding and challenging environment to produce inspiring and engaging products while learning as much as possible.

● Skills & Technology

Graphic / interaction designer using print/web graphics; photography; technical illustration; layout; logo and corporate design; physical and electronic displays; usability; interface design; web and multimedia programming; video; audio; video game design; instructional design. Greatest strength is a breadth of knowledge in a wide range of technologies and software.

Senior Level:

Photoshop, Director, HTML, Office / Powerpoint

Intermediate Level:

Flash, Actionscript 2.0/3.0, Dreamweaver, Illustrator, InDesign, Acrobat, CSS, Lingo

Junior Level:

Fireworks, Javascript, VB Script, ASP, PHP, MySQL, Cold Fusion, XML

Studied and used in past, but not recently employed:

3d Studio Max, Maya, Premier, Freehand, After Effects, Sound Forge, Visual Basic, C

Studying, interested in learning more:

Flex, AIR, Adobe CS4

● Experience

- Art Institute of Pittsburgh Online, Instructor (6/03-present)

Currently teaching online a wide range of multimedia and graphic design courses. Past course list includes: Actionscript 2.0/3.0, web imaging techniques, information design, perspective, design, typography, digital imaging, multimedia scripting, illustration, web programming with HTML and CSS, web databases, digital audio/video, 3d modeling and animation, and video game scripting, art, and development. Developing and integrating examples and online tutorials to maximize learning for the students. Coaching and training part-time adjunct faculty through mentorship and leadership. Writing and constructing content for multiple courses.

- Department of Defense, Visual Information Specialist (7/05-5/08)

Worked at the Pentagon designing and producing visual presentation products including intelligence briefings to the President, Secretary of Defense, J2, and other high-level government officials. Additionally created innovative multi-tier information campaigns utilizing graphic, web, and interactive products for a wide range of organizations within the Department of Defense. Highlights include:

- Acted as project lead for complete redesign of directorate web site adding organization/interactivity making access easier for all employees. This was recognized by the Deputy Director of the directorate and by the Chief of Staff for its success, despite rushed timelines and conflicting agendas. I remained web lead for this directorate web site, which consisted of dozens of sub-groups.
- Worked in a team environment to develop concepts for new media projects involving Flash, XML, video, animation, and other techniques.
- Acted as an important member of a Lean Six Sigma process study involving graphics, video, and customer service. Provided insight and suggestions for improvement in production efficiency while maintaining our creativity.
- Attended an eight-week training course, Tomorrow's Intelligence Professionals, which addressed team building, leadership, writing, and effective communication.

● Experience (continued)

- **International Academy of Design and Technology, Instructor (4/05-7/05)**
Taught 3 courses: Web Design, Digital Imaging (Photoshop) and Multimedia (Flash).
- **Purdue University Athletics, Graphic Designer (8/02-8/04)**
Designed for a team of promotion managers creating graphics for flyers, ads, brochures, web, multimedia, magnets, posters, and a large variety of promotional items for 18 varsity sports.
- **Purdue University, Grad. Teaching Asst./Multimedia Consultant (8/00-5/02)**
- **Compaq Computer Corporation, Web Database Programmer (5/01-8/01)**
Developed a web interface for a complex relational database containing engineering qualification data. Major emphasis was on human interfacing concerns and quality design structure. Learned and implemented many web and database technologies with SQL Server 7 and ActiveX.
- **Big Idea Productions, Game/Internet Developer (5/00-8/00)**
Designed and implemented web games and applications for a children's media company. Integrated sound, 3d graphics, and 2d graphics into projects that were fully tested and documented on a variety of systems. Heavily involved in concept development for several other projects.
- **Walt Disney World Company, College Program (8/97-1/98)**

● Training & Education

Professional Training:

- SIGGRAPH 2008, 2006, 2005, 2003, 2001, 2000, 1999
- National Association of Photoshop Professionals (NAPP) Member: Photoshop World 2008, 2007, 2006; Adobe Photoshop Seminar Tour
- Flashforward, 2008 -Intelligence Community Educational Simulations and Serious Games Symposium, 2007
- Sandbox Video Game Symposium, 2006
- DIA Intelink Web Programming Classes: HTML/CSS and Web to Database Integration, 2006
- Future Media Concepts Training: Flash CS3 Video for Professionals, 2008; Flash CS3: Actionscript, 2007; Flash CS3: Advanced Design (Actionscript 2.0), 2007; XML, 2007
- Lynda.com training: Flash, Dreamweaver, InDesign
- 8 Week Government Training: Tomorrow's Intelligence Professionals

Education:

Purdue University, West Lafayette, IN

-Computer Graphics, Master of Science, December 2004, GPA: 4.0

-Interdisciplinary Engineering "Multimedia Engineering," Bachelor of Science in Engineering, May 2000, GPA: 3.0

Additional Activities:

- Engineering Projects in Community Service (1996-2000) Led teams that designed and created innovative children's games and modified toys for children with disabilities, taught computer applications to a local children clinic's staff, and was a member of the EPICS student advisory council.
- Founded Alpha Tau Omega fraternity chapter on the Purdue University campus
- Alpha Phi Omega service fraternity
- Computer Graphics Student Council
- Studied drawing and art history in Florence, Italy
- Purdue Ballroom Dancing Competition Team

Art Institute of Washington, Arlington, VA

-Commercial Photography Classes, 2007-2008

Principles of Photography, Computer Illustration, Digital Photographic Illustration I