

Zev Eisenberg
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- Objective** Creative or technical position in programming, user experience and interface design, digital content creation, or photography
- Education** **Bachelor of Arts in New Media**, University of Maine (expected) 2011
Portland High School 2007
- Related Courses** Human-Computer Interaction (graduate level)
Object-Oriented Programming in Java
Digital Photography
Multi-Touch
2-D Design
Business and Technical Writing
Calculus III and two Physics courses
Fundamentals of Information Systems
New Media Capstone Project: multi-touch iPad card game with research (anticipated)
- Work Experience** **ASAP Media Services**, Orono, ME. 2007–present
Student Computer Tech, Level II
» University of Maine Graduate School Web site and online application (PHP, MySQL, JavaScript, HTML, CSS).
» Database-driven Web-based manager for student file sharing accounts (PHP, HTML, CSS, MySQL, LDAP, Shell, Mac OS X Server).
» Multi-touch table.
Reference: Mike Scott at ASAP Media Services
207-581-4330 miscott@umit.maine.edu
- Navigator Publishing**, Portland, ME Summer 2008
New Media Intern
» Produced a companion podcast to a sailing magazine (“Chuck’s Corner” on iTunes).
» Worked to improve and streamline Mac-based print publishing workflow.
» General technical consulting.
Reference: Alex Agnew at Navigator Publishing
207-772-2466 aagnew@oceannavigator.com
- Portland Public Library, Peaks Island Branch, Peaks Island, ME 2006–present
Technical Consultant (volunteer)
» Set up and maintain new Mac at the Peaks branch (Mac OS X, DeepFreeze).
» General technical consulting.
Reference: Priscilla Webster at Portland Public Library
207-766-2166 webster@portland.lib.me.us