



ABOUT ME

I savor challenges, innovation and out of the box thinking. I'm comfortable handling difficult clients, communicating clearly with developers and creatives. I appreciate and honor camaraderie with my coworkers and especially with management and clientele. Whether it's code or creative I apply: strategic thinking, problem solving and business objectives.

PROGRAMMING LANGUAGES/Frameworks

C#, .NET, PHP, MYSQL Admin, SQL, HTML, Canvas, CSS3, Javascript, JQuery, JQueryUI, AJAX, JSON, Angular, Ember, Apache 2, SVG, XML, XSLT, REST, C++ (Arduino), AS3, MXML, AS2, ExtendScript, HLSL/Cg, JAVA SE, PERL, MVC, OOP, C3 charts, D3 charts, CodeIgniter

SOFTWARE KNOWN

Unity3d, Maya, XCode, Eclipse, Brackets, PHPmyAdmin, PHPStorm, Photoshop, Illustrator, InDesign, Audition, After Effects, Premier, Text Wrangler, Apache FLEX, Flash Pro, SourceTree, ExtendScript Toolkit

WEB SKILLS

UI, UX, Web Design, Front End Web Development, Back End Web Development, Information Architecture, Application Architecture, API authoring, Linode, Git, BitBucket, SSH, Debian Admin, NPM, Brew

CREATIVE SKILLS

UI, UX, Creative Direction, Concepting, Illustration, Corporate Identity, Branding Style Guides, After Effects Editing, Logo Design, Print Design, Brochure Design, Collateral Design, Ad Design, Copywriting

MOBILE/GAME DEV SKILLS

UI, UX, Application Architecture, Application Development, Animation, 3D modeling/UV mapping/rigging, Testing, Analytics/Tracking, Unity Cloud Build, Unity Ads, AdMob, Firebase, Cutscene Direction, Native Plugins, Arduino Hardware/Coding



EXPERIENCE

// KORPOREAL GAMES - Director Creative Development 3.2015 - PRESENT

Continuing with the owner of Quantomic, I helped build this gaming company from scratch. This includes: Creating over 12 viable and unique Intellectual Properties, Product Development, Character Development, Story Development, Software Development, Product Branding, Product Marketing and Corporate Branding. Multiple titles were published for Android and iOS.

// QUANTOMIC - Director Creative Development 1.2014 - 3.2015

At this startup we created a standalone social commerce platform. My role was pivotal in Product Strategy, Market Strategy, Branding and Development. I coded the front end of our v1 web, v1 of our mobile app using FLEX/AIR, v1 of our data intelligence portal and researched/authored an internal whitepaper with a new adoption model and user acquisition plan.

// TEXAS STATE UNIVERSITY | SAN MARCOS - Developer 6.2008 - 2.2014

Here at TXST we created many ground breaking educational simulators, integrated enterprise authoring tools and solid educational content. Leveraging 3D platforms and rich media we worked closely with innovative faculty members who saw a unique need for communicating their subject matter.

// BRADFORD LAWTON DESIGN GROUP - Web Designer 11.2006 - 6.2008

My first task was to revamp the agency's site. Our end result was a high end data driven, responsive, Flash site that communicated our high end market position. While there, I also developed a lightweight proprietary PHP framework to speed development, integrated a flash shopping cart with Netsuite and developed a few Flash games.

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EXPERIENCE

// TEXAS STATE UNIVERSITY - Art Director 12.2003 - 11.2006

This position demanded my full creative skillset with a strategic focus. Being within an IT department that executes large scale web work, my knowledge of various programming languages and web skills expanded greatly.

// COLDWELL BANKER D'ANN HARPER REALTORS - Designer 10.2003 - 12.2003

In my brief stay here, I focused and revamped their branding. This quick but highly effective effort included creative direction, logo designs, ad creation, changes to the direction of their weekly home show and process improvements. The result was an extremely positive brand with consistent color palette and typography that the San Antonio real estate market envied.

// AIG VALIC - Art Director 11.2001 - 8.2003

In the role of Senior Designer I tackled a range of jobs that demanded creativity and quick turn-around. Depending on the piece's origination, I would follow an existing brand or break new ground with a fresh look and feel. My creative and illustration skills played a crucial role in producing a variety of pieces. I was a pivotal part of the company's rebranding initiative in 2002. I contributed heavily to a successful team effort that saved many internal jobs, cut costs and revamped the company's visual identity. I took pride in taking abandoned design projects and making them shine.

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EXPERIENCE

//iomotion - Art Director 5.2001 - 11.2003

At iomotion, I coordinated my creative and programming skills with a base of backend developers on websites or CDROMs and was solely responsible for print projects. These jobs required: creating identities from the ground up, solidifying a wandering corporate design style and extending existing look and feel to different media. In many cases my experience in traditional and new media combined with the ability to turn projects quickly spelled success for our company and the client. At iomotion I learned how creative work fits into the mindset of dot coms, databases and software applications.

//Woodward Creative Group - Graphic Designer 6.1998 - 5.2001

This position demanded responsibility for cost effective management, coordination and execution of multiple projects in new and traditional media. The success of each project hinged on communication between client, creative director and production staff. An ability to apply creative direction to maintain consistency across all mediums was an essential and necessary factor. From trade show concepts to outdoor and multimedia the look and feel was consistent. The position allowed me to develop print production skills and grasp a firm understanding of offset printing. It also allowed me to develop fundamental experience in coding and building websites.

//ATOMILUX, INC. - OWNER 5.2004 - PRESENT

This small consultancy services clients needing: Branding, Design, Illustration and Web Development. It's clients range from local companies to large publications.

//----- CONTACT INFO -----

Steve Lux
steveo@atomilux.com
830.481.7278