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## PROFESSIONAL PROFILE

Award winning UX director with an 11-year career in design and engineering. Demonstrated success in leading \$300K+ design / development projects from initial concept stage and directing large multi-disciplinary teams. Maker of fun things.

## PROFESSIONAL SKILLS

JavaScript, CoffeeScript, Node.js, Backbone.js, CSS3, HTML 5, jQuery, PHP, Ruby, Redis, MySQL, Photoshop, Illustrator, Project Management, Management, Front-end Engineering, Software Engineering, Rapid Prototyping, User Experience, User Interface Design, Graphic Design, Information Architecture, Front-end Design, Cross-browser Compatibility, Web Design, Web Applications, Web Development, Game Design, Public Speaking

## PROFESSIONAL HISTORY

### Barking Mouse Studio, Founder

**2012 – Present**

<http://barkingmousestudio.com> Co-Founded a game studio. Won numerous awards. Featured on the App Store. Press reviews by Kotaku and Indie Statik among others. <https://itunes.apple.com/us/app/lost-toys/id675719361?mt=8>

### Olark, Head Unicorn

**2012**

<http://olark.com> Architected new product features including an operator console and a targeted chat system. Lead architect / engineer on the redevelopment of their core chat client. Used node, backbone, and coffeescript.

### Free Flow Labs, Founder

**2011 – 2012**

<http://freeflow.io> Co-Founded a web startup to provide accurate content recommendations for social news. The FreeFlow app is a visual social news reader that pulls in a users social streams, extracts content from shared links. Also built <http://reddi.sh>, a GUI for the redis datastore and presented it at Redis Conf 2012.

### ARS Interactive, UX / Creative Director

**2009 – 2012**

<http://thinkars.com> In charge of a multi-disciplinary team of 9 designers and developers. Directly participated in bringing in over \$1M of business year. Responsible for the architecture and front-end development of a \$300K+ custom CMS for Sears. Designed a \$100K+ eCommerce content web application for Proctor and Gamble. Increased Sears.com toy vertical “visits to orders” metric by 63%. Smoothly launched a redesign of <http://www.kenmore.com> during the middle of the 2009 holiday season. Developed <http://shop.pbskids.org> and <http://hitshopusa.com> in a 2 month accelerated time frame. Designed <http://greencupboards.com> and <http://kencogroup.com>. Responsible for the support and front-end development of <http://craftsman.com>, <http://kenmore.com>, <http://outlet.whirlpool.com> and <http://outlet.maytag.com> plus numerous Sears and Kmart experiences and facebook apps. Other clients include Gladiator, Eureka, and The Great Indoors.

### Ticketmaster – Echo Music / Ticketmaster, UX Developer

**2008**

Updated the user interface of Echo’s web application platform and did rapid prototyping of new projects.

## Selected Freelance Work & Awards

*Lost Toys* – 2013 Best Game Design Sense of Wonder Night Tokyo Game Show

*Lost Toys* – 2013 Most Artistic Game Codame Developer Showcase

*Lost Toys* – 2013 Indie Prize Most Promising Game Casual Connect San Francisco

*Bumble Bounce* – 2012 Winner Life is a Game Jam

*Greencupboards* – 2011 Silver Addy award for website design

*Association of Visual Arts Instructor* – 2010 Taught classes in wordpress, web design, and social media.

*Chattablocks.com* – 2010 Government and community information web portal for Chattanooga, TN.

*TNIADA Website* – Winner 2008 business partner award Tennessee Independent Auto Dealers Association.

*Ephemera Book* – 3-year photography project documenting the work of K. Yerizarian, New York, NY.

*Makom Shalom Ark of the Torah Bronze* – Bronze sculpture for Makom Shalom Synagogue in Chicago, IL.

## **PROFESSIONAL TRAINING & EDUCATION**

### **University of Tennessee, Fine Art**

Lifetime member of the Golden Key National Honor Society