David Sprankle

Designer, Developer, Logician references available upon request dsprankle@gmail.com sprankleDESIGN.COM 303.803.5440

Experience

Washington State Convention Center

Web Specialist

Seattle, WA 2017-present

Administration of digital presence representing a for-profit organization, resulting in an increase in ticket sales for key events.

Colorado Public Radio

Director of Digital Platforms

Centennial, CO 2013-2017

Oversight of digital initiatives resulting in a doubling of audience: management of a team of five, user experience design & development, measurement & analytics, social media management, and training.

AOR, Inc.

Interactive Director / Designer

Denver, CO 2008-2013

Design and development for a full-service, ten-person marketing agency, with a noted focus on managing interactive experiences for staff and clients. Sole developer for a period of two years.

Education

University of Denver

Denver, CO

Bachelor of Fine Arts in Electronic Media Arts & Design, June 2008. 3.72 GPA. Mac Donald Award for Outstanding Senior in eMAD, 2008.

Student Arts Center International

Florence, Italy

Study abroad semester (Fall 2006), with Video, Digital Multimedia and Intaglio & Relief Printmaking, 4.00 GPA.

George Mason High School

Falls Church, VA

Advanced Standing Diploma, with certificates in IBH Art, IBH Physics, IBH English, IB Psychology, and AP Calculus.

Code Expertise

Languages: HTML (4–5), CSS (2–3), Javascript (ES6), PHP, C#, Unix, .NET

Frameworks & Libraries: Bootstrap, jQuery, Sass, Less, node.js (npm), git, React

Content Management Systems: WordPress, Drupal, Mambo/Joomla, SharePoint, Jekyll

Software Expertise

Adobe: Photoshop (7–cc), Illustrator (cs1–cc), InDesign (cs2–cc), Flash (Macromedia–cc), Acrobat, AfterEffects (cs4–cc), Lightroom (2–4)

Apple: Final Cut Pro, Logic Pro, Aperture, Mainstage, iWork, iLife Suite

Cloud: Hootsuite, Tweetdeck, Pixlr, Polarr, InVision, Trello, Beanstalk, Dropbox, Google Analytics, Google AdWords

Other: Sublime Text, InVision, Microsoft Office (2003–0365), Unity, Quark, Max/MSP, PureData