



ERIC
FINO

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PROFILE I am a talented and hard working coder and designer driven by a desire to create new and exciting things. Throughout my career in technology, I've had the fortune of working on some amazing projects. From experimental video mash-up tools to Nike product customization software, I've made things that both inspire creativity and increase business profits. As a developer, my skills range from Adaptive-Responsive Design using HTML and CSS to scripting languages like Javascript and ActionScript, as well as some server-side languages like PHP. As a team leader, my broad range of experiences in video production, visual design and user experience help me to facilitate highly cohesive interactions across departments, resulting in very high-quality, successful work.

EXPERIENCE **Technical Team Leader:** R/GA, New York, NY (08/2012 - Present)

Managed client and tech partner relationships, as well as a team of front-end developers and quality assurance engineers for the redesign of the Converse e-commerce website. One significant feature has been the shoe customizer, which allows users to design their own shoe on both desktop and mobile devices. The resulting prototype from this scope of work has since been used throughout the company as a standard for adaptive-responsive design.

Senior Open Standards Developer: R/GA, New York, NY (08/2011 - 08/2012)

Have worked on projects that range from an adaptive-responsive video web app for an in-store retail installation, to e-commerce websites with innovative features such as an inline PDP/"Quick-buy" solution.

Flash Developer: R/GA, New York, NY (04/2010 - 08/2011)

Worked on all-Flash e-commerce websites for high-profile clients such as Converse and Nike, adding enhancement features and making performance optimizations. Have been a developer on highly innovative projects such as the Nike Team Sports uniform builder. This project uses Embodee technology to dynamically map fabrics to 3D human models, and allows users to interactively customize various pieces of a uniform. Have also spear-headed the use prototypes for pitch work, with an experiment that uploads images to generate a color palette and auto-customize a sneaker.

Senior Flash Engineer: Mediatronica, Inc., New York, NY (10/2006 - 04/2010)

Built customizable, XML driven user interface systems that generate sharable Flash widgets with features revolved around, gaming, social behavior, web cameras, video, audio, and multi-user functionality. One notable application was the video remix/mash-up tool. Working with local artists such as Eclectic Method and Reggie Watts to generate content, this application lets the user hit keyboard keys to rhythmically trigger video clips, set to a background beat. The first iteration of this, branded for the release of Innerpartysystem's "Don't Stop" music video, was nominated for a Webby in 2009.

Freelance Flash Developer: New York, NY (05/2006 - 03/2009)

Developed educational games for sites which including ShelSilverstein and MouseCookieBooks.com. Commissioned to develop the software portion of a kiosk game installation that teaches kids how the stock market works, which is now on permanent exhibit at the Children's Museum of Houston. Have developed various interactive maps, utilizing APIs such as Google Maps and Papervision3D.

Teacher's Assistant: Advanced Education System, New York, NY (02/2006 - 08/2006)

Assisted in lectures and one-on-one training for a pilot program aimed at inspiring High School teachers to learn technology, and incorporate it into their standard curriculum.

Web Developer/Graphic Design/Print Production: Vertrue, Inc, Stamford, CT (8/2003 - 7/2004)

Created original logo designs for web sites, and also built animated ad banners in both HTML and AS1.

EDUCATION **MPS Interactive Telecommunications Program**

New York University	Graduated
Tisch School of the Arts	09/2004 - 05/2006
New York, NY 10003	

BFA Graphic Design

University of Massachusetts Lowell	Graduated
Lowell, MA 01852	09/1999 - 12/2003

SKILLS Management Skills

Scrum master
Source management: SVN, Git and Mercurial
Agile methodologies

Client relationships
Bug tracking: Fogbugz and JIRA
On-boarding & documentation

Developer skills

Languages, Libraries and APIs

HTML
CSS
Sass
Javascript
jQuery
jQuery UI
XML

ActionScript 3
Server-Side ActionScript
Papervision3D
Greensock
Google Maps API
YouTube API

Other languages

PHP
MySQL
Processing

Arduino
Android
C++

IDEs and Other tools

Sublime Text
Eclipse
Dreamweaver

Charles Web Proxy
Flash
Flash Builder

Other Skills

Photoshop
Illustrator
Final Cut Pro

Premier
Blender
Adobe Media Encoder

References available upon request.