

PREVIOUS EXPERIENCE

Freelance Consultant

Huge - Los Angeles, CA (September 2009 - September 2010, May 2012 - January 2013)

Responsible for designing & developing software, hardware architecture, and in-store installation of Nike SWOOSHID retail experience. Developed prototype interfaces for consumer electronics devices. Served as client liaison and managed agile development teams. Development lead, mentor and general tech lead for the Los Angeles office.

Lead Game Designer

Social Apps Lab, University of California Berkeley - Berkeley, CA (January 2012 - June 2012)

Development and design lead for AirQuest, a compilation of iOS mini-games designed to raise awareness about poor air quality and to empower players to take civic action.

Lead Game Developer

CITRIS, University of California - Santa Cruz, CA (June 2011 - January 2012)

Conceptualized and designed a Facebook game in which players collaboratively identify wildlife in field photographs captured by motion cameras. Developed initial prototype allowing researchers to extract metadata for field photographs from gameplay data.

Graduate Student Researcher - Mechatronics Research Group

University of California Santa Cruz - Santa Cruz, CA (June 2011 - September 2011)

Prototyped various computer vision projects, built hardware and software for a drawing machine, and fabricated a multitouch table-top interface. Responsible for writing grant proposals and presenting group research to acquire further funding.

Teaching Assistant

University of California Santa Cruz - Santa Cruz, CA (September 2010 - March 2012)

Prepared and delivered lessons for 60+ undergraduate students in the Art History and Theater departments. Responsible grading assignments and leading discussion sections. Provided direct, one-on-one assistance for students during office hours.

Senior Web Developer, Front-End Architect

Disney Interactive Media Group - Glendale, CA (October 2006 - September 2009)

Technical lead of international 10-person team responsible for development and maintenance of disneyland.com, hongkongdisneyland.com, and related marketing sites. Architecture team's front-end evangelist, reviewing new development by global teams and partners. Created monthly internal educational sessions on best practices and emerging front-end technologies.

Creatively
pushing the
limits of what
is possible
through
software and
digital media
experiences

EDUCATION

University of California Santa Cruz Santa Cruz, CA

- Master of Fine Arts in Digital Arts and New Media

Johns Hopkins University Baltimore, MD

- Bachelor of Arts in Computer Science
- Bachelor of Arts in Psychology

Want to talk?

jesse.fulton@gmail.com

<http://jessefulton.com>

925.385.8661

TECHNICAL SKILLS & PROFICIENCIES

Web Technologies

CSS 3	Node.js	API integrations	MySQL
HTML 5 Offline Apps	php (+Zend)	System Architecture	MSSQL
JavaScript	Java (+GWT/GAE)	& Design	MongoDB
Web Sockets	Python (+GAE)	Website Optimization	redis
	<i>Ruby</i>	Web browser Add-ons	

Creative Coding/Physical Computing

Max/MSP/Jitter	Resolume Avenue	Cinder	Unity3D
Processing/Processing.js	OpenGL/WebGL	openFrameworks	Three.js
Pure Data	Microsoft Kinect	openCV	<i>Paper.js</i>
<i>Quartz Composer</i>		reactIVision	<i>Raphael</i>

Server Administration/Code Management/Build Management

Apache Web Server	git	Foreman
IIS	svn	grunt
Amazon Web Services	cvs	Maven
Heroku/Nodejitsu		Ant

Scripting

PhantomJS/CasperJS
Bash/Expect
C
Perl

(2D/3D) Design

Adobe Illustrator
Adobe Photoshop
Adobe InDesign
Adobe Premiere
Adobe AfterEffects
Blender

Prototyping & Fabrication

Arduino
Google Sketchup
Epilog Laser Cutter
Woodworking
Plastic-working
Electronics & Circuitry

Project & Team Management/Project Documentation

OmniGraffle	Confluence	MS Project
<i>OmniProject</i>	Jira/Greenhopper	Sharepoint
Basecamp	Fisheye/Crucible	Visio
	<i>Bamboo</i>	

Black, Semibold = Very High Proficiency

Grey, Regular = High Proficiency

Grey, *Italic* = Medium Proficiency

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