

CV Jim Jeffers

Online:

<http://jimjeffers.com>
shout@jimjeffers.com

Physical:

7442 E. Diamond Ave.
Mesa, AZ 85208
United States

Mobile:

+1.480.235.5201

Work History

Sumo Creations

Founder
Jan 2006 - Present

Founded and created a small one-person design company that specializes in the conceptualization and implementation of web based applications.

Integrum Technologies

Agile Software Consultant
Aug 2006 - Mar 2008

Maintained daily relationships with clients in the form of stand up meetings. Planned and executed development iterations in one week sprints. Incorporated design services into Integrum's process including rapid prototyping of features as whiteboard sketches and HTML/CSS wireframes for development team to implement.

Sitewire

Senior Designer
Aug 2006 - Mar 2008

Designed and developed front end interfaces in xhtml/css and flash. Managed relationship between technology and creative services to ensure creative concepts were communicated effectively to the technology team. Trained technology services team on web standards compliant front-end development, actionscript, and microformats. Consulted with account strategists to incorporate new web technologies into projects.

JLT Mobile Computers

Creative Director
Jul 2003 - Aug 2006

Produced RFP responses for multimillion dollar proposals working directly with the CEO and communications manager. Redeveloped corporate branding and handled production and logistics of electronic and print promotional materials. Conceptualized and designed new corporate web-site. Custom built corporate intranet entirely from the ground up. Designed and built custom applications to support Syspro ERP system using Ruby on Rails.

Cheerylynn Interactive

Multimedia Developer
Mar 2002 - Jun 2003

Consulted with clients on a personal level to determine needs and design requirements for new projects. Applied analytical and artistic talent to develop designs for web and print.

Education

2009

Graduate Study

The University Of Queensland

Earned a certificate in interaction design (pending) for completing one semester of UQ's master of interaction design program. Worked in interdisciplinary teams to design and create a video game, web application, and simulate a mechanized 'alien interaction'. Performed independent research involving behavior change and persuasive technology as an individual project.

2002-2006

Undergraduate Study

Arizona State University

Obtained a Bachelor of Science with emphasis in business/marketing. Also completed a minor in communications. During my last semester, I participated in Innovation Space, an interdisciplinary program which emerged from the university's industrial design school. The program featured industry sponsored product design projects. Additionally, I received an entrepreneurial certificate for a module of courses I took during my fourth year.