# Justin C. Rounds

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## Skills

- **Interactive Design** *(2d/3d Design & Animation, Game Design, UX/UI)*
- **Web Development** *(HTML/CSS/JavaScript, Ruby/Rails, Node)*
- **Multimedia Production** *(Audio/Video Production, Media Encoding/Formatting)*
- **Technology Training and Support** *(Instruction, Curriculum Development, Tutoring)*

## Experience

- **Lecturer**
  *Northeastern University, College of Professional Studies, Boston MA, September 2016 - Present*
  Teaching classes in Unity game development and web design/development.

- **Instructor**
  *Becker College, Worcester MA, January 2017 - April 2017*
  Taught introductory class in game design/development.

- **Instructor**
  *Brookline Adult & Community Education, Brookline MA, May 2016 - March 2017*
  Taught classes in web development, SQL/databases, and 3d animation.

- **Lead UI Engineer**
  *Localytics, Boston MA, August 2015 - January 2016*
  Worked with product design and engineering teams to improve UX and facilitate UI development of a large-scale web application.

- **Head of Front-End Development, Front-End Engineering Team Leader, Software Engineer**
  *SessionM, Boston MA, June 2011 - July 2015*
  Managed front-end development team. Worked on deliverables and core infrastructure of mobile web engagement platform.

- **Freelance Interactive Designer/Developer**
  *Various clients (Linden Lab, Sun Microsystems, et al), Boston MA, May 2007 - May 2011*
  Provided art, animation, design, and development services for websites, video games, and virtual environments.

- **Instructor**
  *Boston University Center for Digital Imaging Arts (CDIA)., Waltham MA, August 2007*
  Designed curriculum and taught workshop in 3d modeling & animation for High School students.

## Education

- **Master of Fine Arts**, Massachusetts College of Art and Design, In-Progress
- **Bachelor of Fine Arts**, The School of the Art Institute of Chicago, 2003