

## Qualifications

Over ten years experience architecting, developing interfaces for award winning rich internet, campaign, and web applications. Originally started out as an interaction designer, but quickly migrated into the developer role reconstructing graphical user interfaces. Fluent in a multitude of programming technologies and methodologies. Obsessed with pixel level precision and optimized executions.

## Objective

To develop engaging, innovative applications within a team environment of passionate individuals. Continued knowledge growth and experimentations around all forms of programming practices and language understanding.

## Expertise

- ActionScript, C/C++, Gherkin, JavaScript, Java, MySQL, Objective C, PHP, Ruby, Shell, Vim Script
- Object Oriented Design, Functional Programming, Agile and Test Driven Development, Interaction/Technical Architecture and Diagramming
- Mac/Unix

## Clients

Audi USA, The North Face, Oakley, Vans, Callaway, Paramount, Sony, Airwalk, Beatport, Brine, Rawlings, The Criterion Collection, Insomniac Events

## Projects

### Open Source

- [assertn](#): A very simple, lightweight reporter for running node.js assertions
- [watchn](#): Continuous file and directory watcher to execute child process actions based on a set of user defined rules
- [nodelint](#): Contributor on a project to utilize running JSLint using Node.js
- [fyeah.js](#): JavaScript toolkit
- [markdown-preview.vim](#): Vim plug-in for previewing markdown files within the browser

Various other projects can be viewed either at my [github account](#) or the [Factory Labs github account](#).

### Client Projects

Available upon request

## Experience

### Factory Design Labs

## **Group UI Development Director**

2005 â Present

Responsible for strategic architecture, development on marketing and application driven solutions. Communicate design decisions directly to project owners and clients. Identify and facilitate new business opportunities with current and potential clients. Agency wide refinement related to process and efficiencies. Management and mentorship of user interface development staff. Oversight and development on framework level code. Research and development.

[factorylabs.com](http://factorylabs.com)

## **The Firm Graphics**

### **UI Developer/Interaction Designer**

2001 â 2005

Developed, designed, and animated interactive applications for broadcast, web and print mediums. Established technical processes, frameworks, and toolkits for rapid interface development.

[thefirmgraphics.com](http://thefirmgraphics.com)

## **Education**

### **Rochester Institute of Technology**

BFA, Interactive Media and Technology, Graphic Design

Go Tigers!

## **Recognition**

Communication Arts magazine, The One Show Interactive, Art Directorâs Club of Denver, Denver Ad Federation, Macromedia Site of the Day