

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 execution.

Objective

To build engaging, innovative applications within a team environment of passionate individuals. Continue to grow knowledge and experiment around all forms of programming practices.

Expertise

ActionScript, C/C++, Gherkin, JavaScript, Java, MySQL, Objective C, PHP, Ruby, Shell, Vim Script

Object Oriented Design, 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
- [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 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. Continually communicate design decisions directly to project owners and clients. Management and mentorship of user interface development staff. Oversight and development on framework level code. Research and development.

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 and frameworks for rapid interface development.

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