

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.

Clients

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

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

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

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