

# Nicholas Gunner

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## Objective

I'm looking for the opportunity to work on a world-class team to utilize my passion for interactive storytelling and digital mapping to producing meaningful products.

## Experience

### **Orbitist - Owner** *January 2013 - present*

I am the creator of Orbitist, a SaaS tool for telling beautiful stories with maps. Orbitist allows users to manage multimedia assets on web maps that can be shared and embedded across the web. These multimedia maps can also be exported as GEOJson and incorporated in a variety of custom native and web applications. While developing Orbitist, I helped produce a plugin for adding audio interactions to Leaflet maps as well as several html boilerplates for custom web mapping applications.

### **The State University of New York at Fredonia - New Media Manager** *March 2012 - present*

I am currently in charge of improving SUNY Fredonia's web UI/UX. This broad set of responsibilities includes developing a mobile-first web presence, implementing dynamic web systems, leading a team of 10 student bloggers and 1 student manager, overseeing all social media activity on campus, and producing multimedia marketing materials, including two regional TV advertising campaigns.

### **Gunner Multimedia - Owner** *May 2010 - present*

Gunner Multimedia is my DBA. I use it to bring new media projects to market and to take on freelance contracts. Services provided include UI/UX overhauls, custom Drupal distributions, videography, multimedia production, and Wordpress consulting.

### **WNY.FM - Founder** *September 2010 - December 2013*

WNY.FM was an online magazine based in Western New York that told human-interest stories of the region with multimedia. It was acquired in the Fall of 2013 by the Buffalo Music Hall of Fame and has since been focused on Western New York music history. I oversaw the transition of ownership and the buildout of a music database on the site.

### **Pan Owl - Owner** *August 2011 - March 2012*

Pan Owl was a virtual tour company I started before being hired at Fredonia. My clients were primarily real estate agencies looking to showcase their high-end properties with cross-platform virtual tours. My 360 degree spherical tours were driven by html5 and built with mobile devices and social media in mind.

### **Digitell inc. - Multimedia Specialist** *March 2011 - September 2011*

Captured and edited multimedia content of national conferences and events for prolibraries.com. Created promotional and instructional content for our various products and services. Helped with new developments and management of workflow at the company.

# Skills

## Code

HTML, CSS, Javascript, Liquid, Markdown

## Frameworks

Meteor, Jekyll, Drupal, Wordpress

## Production tools

Adobe Premiere Pro, Adobe Photoshop, Adobe Audition, Adobe Illustrator, Sketch

## Roles

UI/UX developer, manager, filmmaker, photographer, content strategist, community manager

## Philosophies

Agile development, essentialism

# Education

## State University of New York at Fredonia *2007 - 2011*

Bachelor of Science in Communication with concentrations in digital film and audio production. Minor in Earth Science.

## American University of Bulgaria *Fall 2008*

Focused on European history, culture, and international relations during a semester abroad.