

Michael Minor

Creative Technologist

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Experience

I've been doing multimedia for 13 years. Before that it was designing with the original 3D printer: Legos. From sketch to meticulous crafting. Eventually the Web came along; and Lego's weren't part of the W3C standard. So I had to upgrade my skill set.

That skill set expanded to Design, Photography, HTML, CSS, Javascript, PHP, ActionScript, Coding Design Patterns, User Interfaces, User Experience Design. Marketing, Print Design, Web Standards, Motion graphics, Mobile Design, and all the in between that are needed to make sure things go smoothly to and from all those areas.

That skill set has lead to working with multi-national companies and showing them new ways to interact internally, with their customers, and gain new customers through real experiences.

Technicalities

Art/Creative Direction
Augmented Reality
C#
CMS Development
CSS (CSS2/CSS3/Sass/Less)
Flash (AS2,AS3,ScaleForm)
HTML
Javascript and JQuery
Kinect
Legos... Seriously
MySQL
MVC
PHP
Responsive Design/Coding
SVN
UI/UX Design
Unity
Wordpress

Process

1. Think
2. Sketch
3. Prototype
4. Re-Think
5. Build
6. Test
7. Re-Think
8. Perfect
9. Have a Drink
10. Catch up with Family

What I Know

It takes a logical approach to chaos to make beautiful things. To push beyond the known limits for anything it takes that chaos. But to actually move forward it takes a logical approach; even if it's a bit crazy. I'm lucky to make a living at what I do, and I know the industry is always going to be changing.

I know after creating multiple consumer facing companies before I was 26 meant I was a bit too young to obtain a proper business loan, but worth trying despite odds.

I know and understand that inputs are changing. Touch is a standard and gestures, eye movement, and brain activity are close behind.

What I know is this isn't just a job and more than a passion and curiosity, it's a hell of a ride and worth the extra hours. All of that in spades.

References

Chad Mirshak
Director, Creative Technology at Leo Burnett USA / Arc Worldwide
chad.mirshak@gmail.com

Brandon Cox
VP, Creative Director at Leo Burnett USA
hardlyEverWrong@me.com

Darren Marshall
Co-Founder, Chief Creative Officer at Doejo
onecreative@gmail.com

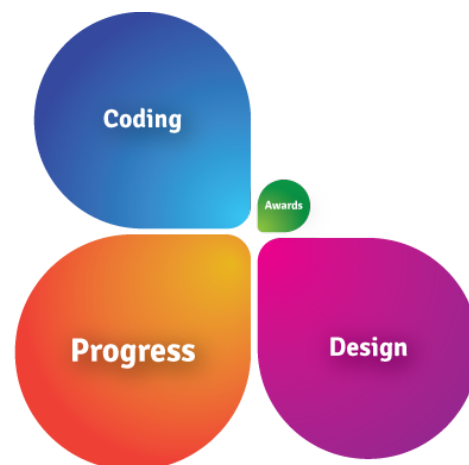
Joshua Gore
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Crystal Williams
Producer for Web, Print, and Events
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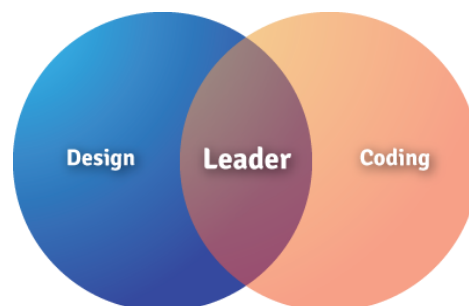
To Do

1. Skydive
2. Vomit in "Vomit Comet"
3. Kick the smoking monkey
4. Play a major role in a successful company that will affect my grand children, and every one elses for that matter
5. Obtain Grandchildren
6. Purchase BMW motor cycle from the 70's

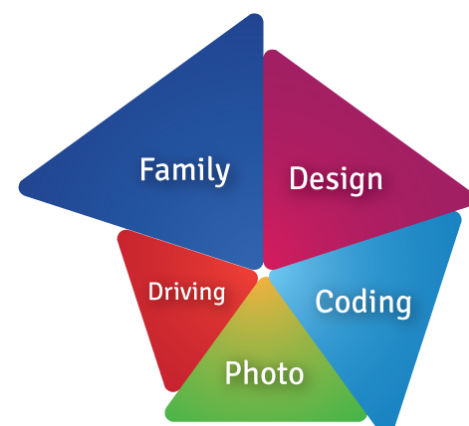
Drive



Sum of All Parts



Passions



Employment History

For a full break down of my employment history please visit <http://www.linkedin.com/in/whydoyouwork>

Team Interval *Chief Creative Technologist* November 2014 – Present

Doejo *Creative Technologist* March 2013 – November 2014

Leo Brunett/Arc World Wide *Creative Technologist* November 2009 – March 2013

NSS/ISDC *Volunteer Lead Designer and Programmer* April 2010 – December 2010 (9 months)

Digitas *Volunteer Lead Designer and Programmer* April 2010 – December 2010 (9 months)

invertedCreative, LLC *Co-Founder/Technology Director/Creative Technologist* August 2007 – November 2008 (1 year 4 months)

MediaRiver Inc. *Widget Developer (Flash/Javascript)* June 2007 – September 2007 (4 months)

Think Simple LLC *Creative Director* May 2006 – August 2007 (1 year 4 months)

Creative Circle *Contract Flash Developer/Art Director* 2003 – 2007 (4 years)

Arc Worldwide *Contract Flash Developer* 2006 – 2006 (less than a year)

Quicksilver Associates *Contract Senior Art Director, Contract Flash Developer* November 2005 – January 2006 (3 months), April 2004 – April 2004 (1 month)

Off The Break *Contract Brand Manager* January 2002 – January 2004 (2 years 1 month)

Pixelbacon.com *Contract Creative Technologist* January 2000 – Present (12 years 8 months)