

Brandon Gaius Ogle

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Qualification Summary

- Leadership** *15 years* — Extensive experience managing & scheduling people. Quick to prioritize and delegate tasks. Always seeking to reinvent a process to make it more efficient, less confusing, and less prone to error.
- Customer Service** *25 years* — Outstanding listening and empathizing skills. Patiently considers client needs to find meaningful solutions beyond quick fixes.
- Teaching & Training** *7 years* — Strong convictions about the empowerment of education. Creates a positive and supportive environment for people to learn and grow.
- Branding & Design** *11 years* — Working within existing brand guidelines to deliver new messages. Evolving brand identities to better communicate ideals, products, services to consumers. Creating brand strategies to meet new challenges.
- Web Development** *11 years* — Deep understanding of how human beings interact with technology. Ability to see technology from the perspective of others. Always searching for ways to make technology easier to learn and quicker to use.

Special Accomplishments

- 2012** Lead R&D to migrate from Flash deliverables to HTML5 video. Designed the user experience, particularly implementing jQuery, to preserve the fluid animation and interactivity of Flash.
- 2008** Implemented a flawless system-wide upgrade from ActionScript 2 to ActionScript 3. Including both programming the templates and training developers. Not only was there no lost productivity in the transition, but deliverables passed QA 500% faster.

Professional Skills

Photoshop	<div><div></div></div>
Illustrator	<div><div></div></div>
After Effects	<div><div></div></div>
InDesign	<div><div></div></div>
Microsoft Office	<div><div></div></div>
Windows	<div><div></div></div>
Mac OSX	<div><div></div></div>
HTML/CSS/Sass	<div><div></div></div>
jQuery	<div><div></div></div>
JavaScript	<div><div></div></div>
PHP/MySQL	<div><div></div></div>
Git	<div><div></div></div>
Flash & AS3	<div><div></div></div>

Professional Experience

- 2006 - 2015** **Lead Developer**
AngelVision Technologies
Oversaw all areas of production to constantly improve animation, design, process efficiency, and QA. Worked with animators, designers, and programmers to deliver higher quality standards and build more effective relationships between the brand and the consumer.
- 2005 - 2006** **Animation and Design Contractor**
AngelVision Technologies
Responsible for exceeding client expectations in design & animation of 3 min presentations. Created visual messaging to clearly communicate, often complex, value propositions while creating a relationship with viewers that drove them to take action.
- 2003 - 2005** **Designer: Web, Graphics, & Packaging**
Photonic Playground
Contributed to dazzling clients with innovative packaging, print, and web design. Oversaw all production of materials from print and manufacture to programming.
- 2000 - 2003** **Video Production**
Quantum Petshop
Assisted with lighting, photography, editing, special effects, and deployment (web and DVD).
- 1997 - 2001** **Teaching Assistant, Astronomy 1001 & Physics 1263**
University of Minnesota
Responsible for lecturing on topics in Astronomy, Physics, and Mathematics. Created & graded lab activities, final projects, and essays.

Volunteer Work

- 2002** **Borders Explorers**
Sponsored by Borders Bookstores
Created fun Astronomy themed activities and lead discussion groups for all ages.
- 1998 - 2000** **University of MN, Astronomy Department**
Public Outreach Program
Lead a weekly open public exploration of telescopes and seasonal visible objects. Gave presentations with Q&A sessions to Eden Prairie, MN 6th graders.

Instrumental in developing Production processes that are efficient, have clear lines of communication, and are flexible. Known as "The Rock" by Project Managers for always keeping a clear head that others could rely on to refocus under pressure.