

I like to make things move. Because to me, still stuff is boring. Whether I'm programming in Flash, developing particle effects in After Effects, or editing video, I want it to move. I want you to be able to move it. And most importantly, I want it to move you. It is not only my profession but my pleasure to continually maintain a working knowledge of the most cutting edge motion technologies on the internet and to find intuitive, beautiful, meaningful, and fun ways to use them.

My name is Troy. Life is not static. And neither is my work.

PROFESSIONAL EXPERIENCE

MultiMedia Director

Salva O'Renicks, Kansas City, MO

July 2005 to present

Salva O'Renicks is a sales and marketing communications firm with a strong focus on financial and animal health clientele. At Salva O'Renicks, I spearheaded all project responsibilities covering motion and audio, working primarily with Flash content for the web. In order to provide rich media solutions for our clients, it has been necessary that I maintain a deep technical knowledge of web animation techniques, applications, and languages, such as Actionscript. My technical capabilities have allowed me to develop cutting-edge, resellable applications that have revolutionized how Salva O'Renicks produces and markets video and interactive animation.

- Expanded the company's multimedia service offerings by enriching my Flash expertise through the use of advanced Actionscript capabilities for server communication and dynamic, code-based animation.
- Headed the development of a resellable application that allows the end-user to intuitively load and customize Adobe InDesign documents within a Flash framework for national print distribution, a process that included direct communication with Adobe during the beta iterations of Text Layout Framework. As a result of this communication, Adobe incorporated changes to the Text Layout Framework to address issues encountered during the development of this application.
- Kicked-off the company's development of Flash-based video games for event and product promotion for both the internet and mobile devices.
- Defined an optimized method of delivering video on the web that includes compression-centered production techniques and consultation to educate individual clients on web-based video options, such as streaming versus progressive server set-ups, as well as developed a re-skinable Flash video player.
- Direct collaboration with front-end and back-end developers to ensure best practices for optimized web performance and memorable end-user experience.
- Developed a navigation manager used across multiple websites that provided Flash with a smooth response to back and forward browser commands and deeplinking that pre-dated SWFAddress capabilities.
- Rebalanced the working relationship between design, programming, and production through the introduction and promotion of agile development concepts, successfully transforming the traditional "assembly line" into a true interdisciplinary process, which results in greater efficiency in project development.
- Internal coordination with sales, project managers, and project staff to develop budgets, timelines, storyboards, and risk projections associated with advanced multimedia applications and animation.

Graphic Designer

Image Technologies Corporation, Kansas City, MO

December 2000 to July 2005

ITC is a full resource production company that specializes in all technical and promotional aspects of large corporate meetings and conventions. Their client base includes: Cerner, Ford Motor Company, Hallmark Cards, and Sprint. At ITC, I single-handedly built and operated a client-based graphic design department from the ground up, including multimedia and creative video production. Additionally, I introduced the use of 3D graphics modeling to pitch detailed set designs to clients through the use of Autodesk Maya. My responsibilities included extensive use of production equipment, development of client newsletter's and email templates, and design of client websites.

EDUCATION

Bachelor of Arts in Studio Art - Photograpy/Graphic Design

University of Missouri Kansas City - Awarded 2003.

Bachelor of Arts in Communications - Mass Media

University of Missouri Kansas City - Awarded 2003.

Associate of Arts

Metropolitan Community Colleges, Lees Summit, Missouri - Awarded 2001.

TECHNICAL KNOWLEDGE BASE

- 📁 Flash CS4, as well as a working knowledge of many technologies that support and extend it, such as AIR, Flash Media Interactive and Streaming Server, Pixel Bender, Text Layout Framework, and Papervision 3D.
- 📁 Object oriented programming concepts and coding, primarily with ActionScript 3 and 2.
- 📁 Agile Developement practices and knowledge to develop clean, refactored, and reusueable code.
- 📁 Adobe products: Photoshop, Illustrator, After Effects, Premiere, and Audition.
- 📁 Web languages and communication, such as XHTML, HTML 5, CSS, Javascript, JQuery, and XML.
- 📁 Familiarity with the latest versions of Autodesk Maya, Processing, Django, and MySQL.
- 📁 Production and post-production equipment and processing for video production and photography for professional client-based projects with small teams.
- 📁 Computer hardware modification and trouble shooting.
- 📁 Basic Linux web server administration.

COMMUNITY

- 📁 AIDS Walk. During the past few years, I have been heavily involved with the local AIDS walk campaigns, donating my personal time and technical skills to participate in the development of interactive websites, commercials, graphics, and print communication.
- 📁 First Fridays. Because of my strong artistic background, I have been very proud to help organize serveral First Friday events at the 1810 Gallery to feature upcoming local artists.

References furnished upon request.