

JAMES SEAN HOVELL

Interactive Designer and Developer

www.yellowskyscraper.com

jim@yellowskyscraper.com

EDUCATION

Bachelor of Fine Arts. 2008.

Graphic Design, with a focus on interactivity and the humanities.

College for Creative Studies, Detroit Michigan.

EXPERIENCE

OrdinaryKids Inc.

Interactive Designer and Developer. 2009 - 2010.

Part of a mighty group of ordinary designers, coders, and thinkers, all interested in doing honest hard work. Caught in the mix as somewhat of a designer, choreographer, actor, and interactive architect, it wouldn't be a stretch to say that I've donned many hats at OrdinaryKids.

DONER.

Flash Developer and Designer. 2009.

Member of their Interactive Development team, as a Flash Architect. Where I created Object Oriented Actionscript 3.0 components for Serta.com, a Flash site built on top of an Html framework, driven by a Drupal content management system.

Bayer Material Sciences, College for Creative Studies.

Multimedia Developer and Designer. 2008.

Team member of a small group that developed a campaign to introduce and promote Bayer as a collaborative corporation. The team created a series of interactive and conceptual promotions geared towards the creative sector, and towards advancing Bayer as a material supplier interested in working with the creative community.

Wunderman, Team Detroit.

Junior Interactive Developer and Designer. 2008.

Created and developed rich online experiences as part of the Online Advertising and Digital teams. Taking on projects from large to small, I designed and developed a homepage takeover for Game Spot, as well as the motion and finesse of Wunderman's own portfolio site.

Graphic Design Student Showcase, College for Creative Studies.

Interactive Developer and Designer. 2008.

Chosen to participate in a group of three throughout the design and development of a micro site intended to showcase graphic design student work at the College for Creative Studies. The Student Showcase is an online portfolio of student work and is used as a tool for potential employers.

CLEAR Magazine.

Multimedia Developer and Designer. 2007 - 2008.

With knowledge of both print and interactive processes, I worked closely with the publisher in the design and development of the magazine's cross interface promotional materials. Entrusted to oversee a group of interns through their daily use of the magazine's collateral.

AWARDS AND EXHIBITIONS

OrdinaryKids Popular Workshop, Lowerdeck Exhibition. February 2010.

A seven day OK Multimedia Laboratory intent on bringing together a diversity of minds in hopes to learn from one another. For the workshop I prototyped an electronic device that could experience loneliness at its simplest level, the initial step in a series A Study of Loneliness.

I Hate Lucy, Russell Industrial Center. February 2009.

An exhibition exploring the subjectivity of love. I created a typographic piece discussing the assortment of forms our tireless search for companionship and satisfaction can sometimes take.

CHANCED! U245 Gallery. November 2008.

A collaborative exhibition addressing human interaction, perception, understanding and Chance. My contribution, Jimventory, was an interactive experience where users interacted with the inventory of my apartment through the use of wooden blocks.

Adobe Design Achievement Awards, Semifinalist. 2008.

Awarded for the development and design of the Graphic Design Student Showcase, an online portfolio.

Permanent Student Exhibition, College for Creative Studies. May 2008.

Exhibition of the Graphic Design Student Showcase and Concrete Landscape in the permanent collection of student work at the College for Creative Studies.

Annual Student Exhibition, College for Creative Studies. May 2004 - 2008.

A collection of student work chosen annually by college faculty. Over eight pieces selected, including: Fork Stab, Delray Industrial, Road Noise, Void, JIM: A Standards Guide, Concrete Landscape, Graphic Design Student Showcase, Jimventory.

Focus: HOPE, Focus on the Mission Campaign. August 2004.

First place photograph chosen to represent the 2004 Focus: HOPE, Focus on the Mission Campaign. A gelatin-silver print taken in a Detroit neighborhood.

ABILITIES

Proficient In:

Adobe Creative Suite, Actionscript 3.0, Arduino, Soldering, Processing 1.0, XML, HTML, CSS, Oxy-Acetylene Welding, Chemical & Digital Photography, CPR, AED, and WSI.

Experienced In:

C++, JavaScript, Php, MySQL, Word Press CMS and Studio Lighting.