

## Select Work Experience

### Viewpoint Corporation (Senior Designer) - January 2001 to present

- Usability Engineer / Senior Designer responsible for compiled and web based applications. Work closely with Software Engineers to develop methodologies and techniques to optimize, automate, and extend good user centered design.
- Lead UI Designer/Developer for Enliven– Viewpoint’s multimedia authoring environment. Duties include mockups, new feature development, graphic production, XML code, and work flow optimization.
- Lead UI Designer/Developer for Creative Innovator 1.0 (later Unicast Fuse) – Viewpoint’s web based advertising development, reporting, and delivery system.
- Page design and layout for a gamut of projects for internal and external clients including Ford, Compaq, HP, Chrysler, Viewpoint, ArborText, and others.
- Database design. Work with a group of back-end developers to meet the deadlines, criteria, and scope of projects both internal and external to Viewpoint.
- Technical reviewer for public documentation concerning HTML, JavaScript, and Macintosh support.
- Technology evaluation. Work with our proprietary browser plug-in, Viewpoint Media Player, and it’s XML based language. Played a key role in introducing PHP and MySQL to my development group.
- Creative direction and production of three-dimensional and two-dimensional media.
- Creation of proprietary content management, authoring, and automation solutions.

### Dreamlife.com (Web Designer) - March to December 2000

- Oversaw complete design and deployment cycle of various projects.
- Helped develop the Dreamlife brand.
- Worked with content producers, application developers, and project managers to create course material, design, and functionality.

### Lang.com (Interactive Designer) – Freelance, February and March of 2000

- Interactive Design for a “virtual candle”, done entirely in Flash as a screen saver.
- Banner ad design, production art work.
- 3D modeling of products including color matching and surface qualities.

### Young Associates - January 1993 to January 2000

- 3D modeling of bridges, roads, and chemical plants from engineering plans for use in photo-realistic visual impact statements. Included field work with GPS to locate real objects in computer created environments.
- Design of company collateral and logo.
- Helped develop simulation techniques that made Young Associates arguably the best visual impact assessment company in New York State.

## Education

Bachelor of Fine Arts/Graphic Design (BFA) Degree, SUNY Oswego, Oswego, N.Y.  
Cumulative GPA: 3.61/4.0, Magna Cum Laude. TA for upper division print media and electronic media courses. I continue to update my skill set.

## Personal Statement

I advocate functional design by bridging the design and development worlds. Design should augment a solid infrastructure and clear layout of information as defined by the audience and business needs. I strive to constantly learn and improve my skills, approaching every situation with the ability to receive input and offer constructive advice. I am a highly motivated individual who is always looking to improve my self, and my work.

## Skills

### Software:

Most all major design and text editing software including:

- Photoshop
- Illustrator
- Flash
- Pagemaker
- Quark
- Director
- Cinema4D
- Carrara
- BBEedit
- Homesite
- MS Project
- MS Office
- Visual Source Safe
- PerForce
- Viewpoint Media Player

### Hardware:

- Macintosh OS 9/OS X
- Windows 9x/NT/2K/Me,XP
- Basic Linux/Unix

### Scripting and Markup Languages:

- DHTML / Web 2.0
- JavaScript
- XML
- MTX (Viewpoint)
- ActionScript
- Apache SSI
- PHP
- MySQL
- AppleScript
- Familiar with XSLT and ASP.