

## Ideal Roles

UX/UI Designer

Front End Developer

## Education

B.A. Oberlin College.

- Major in Multimedia Arts.
- Minor in Computer Science and Film Studies

Study Away NYU Tisch School of the Arts for 16mm Film Production

## Experience

- Lead Web Developer. Art & Craft Entertainment. Austin, TX April 2015 - Current
  - Develop Front End for Crowfall.com (SPA built with Angular.js on a Node.js server platform)
  - Plan and implement features to increase registrations
  - Improve user experience on site
  - Aid designers and content authors in adding content
  - Deploy builds to development and production branches
- Senior Front End Engineer. Software Sandbox, Austin, TX February 2015 – April 2015
  - Develop Front End for client websites (Crowfall.com)
  - Use of Node.js server platform and Angular.js front end
  - Populate data via REST API
- Front End Web Developer. Electronic Arts (Bioware). Austin, TX August 2014 – February 2015
  - Develop Front End for SWTOR.com
  - Write CSS/PHP/JavaScript to maintain/add features to site
  - Learning new tech (Node.js, npm, and Angular)
- UI Artist and Developer. Electronic Arts (EA Sports). Austin, TX
  - Develop UI for NBA Live 15 (XB1, PS4)
  - Create and export graphics in Photoshop
  - Skin game UI using Flash, Actionscript, and in-house tools
- Lead UI Designer. Night Owl Games. Austin, TX May 2009 – November 2013
  - Wire framing game UI
  - Art production / art integration into game

- Actionscript 3 / MXML programming to hook up UIs
- Lead Web Developer. NCsoft. Austin, TX July 2001 – May 2009
  - Coding game websites in HTML/Javascript/CSS/PHP
  - Adhering to coding standards and latest technologies
  - Oversaw cohesive development for all game sites
  - Made game launchers and press kits for CD/DVD-ROM
  - Produced streaming video and audio
- Internet Developer. Origin Systems (Electronic Arts). Austin, TX October 1998 – March 2001
  - Coding game websites in HTML/Javascript/Perl
  - Made UI prototypes in Macromedia Director
  - Produced streaming video and audio
  - Authored enhanced CD-ROMs in Macromedia Director

## Languages/Platforms

- **M**ongoDB/**E**xpress/**N**ode.js/**A**ngular.js Development Stack
- HTML5/CSS3
- JavaScript/jQuery
- Consumption of RESTful APIs
- Amazon Web Services (S3, EC2, Cloudfront)
- **L**inux/**A**pache/**M**ySQL/**P**HP Development Stack
- Drupal CMS
- WordPress CMS
- npm and Bower package managers
- Bootstrap Responsive Framework
- LESS/SASS CSS Preprocessors
- Actionscript 3/Flex Platform

## Professional Skills

- UI/UX Design
- Agile/SCRUMM
- Video Production
- Multimedia Development
- Voiceover Talent

## Software

- Photoshop / Illustrator
- PhpStorm
- SmartGit
- Sublime Text
- Flash Develop
- Flash Professional and Flash Builder
- Eclipse
- Premiere Pro and After Effects
- Audition
- Git, Perforce, and SVN Source Control

## Awards

- NCsoft “Nicky” Award for Outstanding Achievement December 04
- 16mm film selected for NYU Sight and Sound Festival October 98

## Games Credited/Roles

- Star Wars: The Old Republic (2011) – Electronic Arts
  - Front End Web Developer
- NBA Live 15 (2014) – Electronic Arts
  - UI Artist/Developer
- Dungeon Overlord (2011) - Night Owl Games
  - Lead UI Designer
- Richard Garriott's Tabula Rasa (2007) - NCsoft Corporation
  - Web and multimedia development
  - Autorun for pre-sell and retail disc
- Dungeon Runners (2007) - NCsoft Corporation
  - Web and multimedia development
  - Web and Flash design
- Auto Assault (2007) - NCsoft Corporation
  - Web and multimedia development

- Autorun for pre-sell and retail disc
- City of Villains (2005) - NCsoft Corporation
  - Web and multimedia development
  - Web and Flash design
  - Autorun for retail disc
- City of Heroes (2004) - NCsoft Corporation
  - Web and multimedia development
  - Web and Flash design
  - Autorun for pre-sell and retail disc
- Lineage II: The Chaotic Chronicle (2004) - NCsoft Corporation
  - Web and multimedia development
  - Autorun for retail disc
- Ultima Online: Third Dawn (2001) - Electronic Arts, Inc.
  - Web development
- Ultima IX: Ascension (1999) - Electronic Arts, Inc.
  - Web development
  - Enhanced CD development
- Ultima Online: Renaissance (1999) - Electronic Arts, Inc.
  - Web development

## Interests

- Gaming
- Video Editing
- Animation and Voiceover
- San Antonio Spurs Basketball