



OBJECTIVE

To apply an in-depth knowledge of web interface design, usability, information architecture, and web standards to a vibrant, challenging work environment.

PROFICIENCIES

Applications: Adobe Acrobat, Adobe Illustrator, Adobe InDesign, Adobe PhotoShop, BBEdit, Macromedia Dreamweaver, Macromedia Flash, Microsoft Office, Quark Xpress, TextMate

Operating Systems: Macintosh, Unix, Windows

Technologies: AppleScript, ColorSync, ColdFusion, Ruby on Rails, Apache, SQL, CSS, HTML, XHTML, JavaScript

EXPERIENCE

Concordia University, Portland, Oregon

Web Production Coordinator, September 2004 to Present

- Act as project manager, lead developer, and lead designer for all of the university's various web properties.
- Communicate directly with various departments across the campus, gathering business requirements, marketing information, and project details for all web revisions or additions.
- Formulate and implement interfaces for various campus web applications, including event registration, credit card processing, and several large, internal administrative tools.
- Evaluate and prioritize projects based on campus goals, communicating acceptance of the projects and ensuing time-lines.
- Create a consistent design for internal and external tools, with a focus on usability for audiences with varying levels of computer skills.

Web Associates, San Luis Obispo, California

Senior Designer, January 2004 to July 2004

- Designed and implemented web interfaces, working closely with engineers to integrate with database functionality.
- Spearheaded the use of web standards in web development process, researching technological and business advantages of the new methods.
- Acted as project manager, lead developer, and lead designer for Apple Computer, INC.
- Lead a team of designers and developers on Apple projects, determining schedules and task assignment, ensuring project quality and compliance with Apple web guidelines.
- Communicated directly with various clients contacts, including Apple Developer Connection, Apple Education, and Apple Pro, on both maintenance and long-term projects.
- Worked with team and sales force to provide strategic business thinking to Apple clients and position Web Associates as more than a maintenance house.
- Continued carrying responsibilities from previous position.

Designer, July 2002 to January 2004

- Designed a variety of web interfaces and marketing collateral under the direction of an art director.
- Collaborated with other designers and information architects to design functional sites and web applications.
- Utilized extensive knowledge of HTML and CSS to implement web interfaces, working closely with engineers to integrate with database functionality.
- Worked under and met tight deadlines on a regular basis.
- Communicated scheduling and work-load to project manager, ensuring timely completion of multiple, simultaneous projects.
- Worked as a team member on Apple projects.



Self Employed, California

Consultant/Designer, September 2001 to June 2002

- Worked independently with various clients solving visual and technical problems.
- Actively pursued sales and cemented business relationships.
- Created and implemented schedules for completion of projects, working as a self-starter

Adobe Systems, Inc., San Jose, California

Quality Assurance Intern, June 2001 to September 2001

- Performed complete black-box testing of a middleware product, using various tools, including Adobe Acrobat, Adobe Acrobat Distiller, and Japanese Windows 2000 Professional
- Played an active role in the planning and execution of the testing cycles for the middleware product.
- Worked with developers to properly identify problems with the product and suggest solutions.
- Gained fundamental knowledge about the software development process and large corporate culture.

Electronic Prepress Lab, Cal Poly, California

EPL Manager, December 1999 to June 2001

- Maintained a lab of 18 Macintosh computers, with various input and output devices.
- Implemented new hardware and software systems, as well as training for these systems.
- Directed open lab hours and lab monitors for student access to the graphic arts technology within the EPL.
- Strove to implement color management technology and systems within the dynamic classroom laboratory environment.

EDUCATION

California Polytechnic State University, San Luis Obispo, California

Bachelor of Science in Graphic Communication

Conferred June 2002, Cum Laude

REFERENCES

Available upon request