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Objective

To be challenged creatively on a daily basis. To learn, grow, harness and design with new emerging technologies.

"We become creative when we realize the infinite possibilities within us and when we understand that our function is not merely to exist but to contribute to life, to improve it, and to make it more meaningful to others." - [Frederick Mayer](#)

Employment History

November 2008 - Current
Lead Sound Designer at Xaviant

Concept Art and Production Planning, Sound Designer Mentoring, Animation & Effects, and Audio / Sound Design for Xbox 360 / PC Game. This means Dialogue Recording, Sound Effect Creation, In-Game Sound Implementations and the music score Integrations for the entire game production life-cycle using many different tools and applications including Wwise / FMOD with CryEngine3 while working closely with Art Director, Design Director, Director of Engineering and the entire production team. Custom scripts and tools for Sound Dept. via Lua script, Javascript and C#. Implementation of sound assets into the game via FMOD and CryEngine and quality control over all sound for Director approval.

2007 – September 2008 (1 year)
Flex Developer / Flex Designer Edit - AT&T

Worked in a team environment with developers to develop user interfaces and underlying data structures using Flex 3.0+ & Actionscript 3. Utilized a custom framework and detailed requirements to code applications to corporate standards. This position I was in was both coding and design based.

Designed, developed and implemented high-quality code in a timely manner. Great understanding of Object-Oriented techniques, used Design Patterns, and Development approaches including Test-Driven Development and Continuous Integration with team.

Job Skills Utilized for this Position:

- Flash 9.0, ActionScript 3, AS2
- XML Services and data feeds
- SOAP Web Services
- Excellence in object-oriented programming
- User Interface design and development
- Flex 2 and 3 +
- Flash CS3
- Custom Flex Framework Development

- Graphic Design and Flex Vector UI Integrations

September 2005 - 2008

Realtimegaming.com- www.realtimegaming.com

Flash Developer, Senior Flash Designer, Senior Graphic Designer, Web Developer, Creative Services

Currently Developing and Designing online OOP Flash applications.

Coded and developed secure, Flash based games using Actionscript 2.0 with OOP and class based objects in a very strong team environment. Responsible for providing and assembling vector art and animation for over 20 flash based casino games. The animations often required an extensive knowledge of 3D, Motion Graphics and Project Management.

The design implementations of the games below were on a rapid design / development schedule and needed to be executed in a very efficient and reusable manner. Developed technical plans for all Flash projects which allowed efficient communication and completion of each project's tasks. This required mockups and wire frames of designated functionality for client services. One of our biggest clients is Bodoglife.com. Worked in an Actionscript 2.0 class-based, object-oriented style as well as with MVC design patterns.

Used the Flash XML socket classes to communicate between Flash and multiple servers.

Below is a list of completed projects:

- Designed and Developed [Flash Baccarat](#)
- Designed and Developed [Flash Three Card Rummy](#)

- Designed and Developed Realtime Gaming's external [Flash Debugging System](#)
- Assembled, Designed and Animated [Flash Aztec's Treasure Slot Machine](#)
- Assembled, Designed and Animated [Flash Cleopatra's Gold Slot Machine](#)
- Assembled, Designed and Animated Flash Crystal Waters Slot Machine
- Assembled, Designed and Animated Flash Derby Dollars Slot Machine
- Assembled, Designed and Animated [Flash Diamond Dozen Slot Machine](#)
- Assembled, Designed and Animated Flash Fruit Frenzy Slot Machine
- Assembled, Designed and Animated [Flash GoldBeard Slot Machine](#)
- Assembled, Designed and Animated [Flash Lion's Lair Slot Machine](#)
- Assembled, Designed and Animated Flash Mister Money Slot Machine
- Assembled, Designed and Animated Flash Outta This World Slot Machine
- Assembled, Designed and Animated [Flash RainDance Slot Machine](#)
- Assembled, Designed and Animated [Flash RedSands Slot Machine](#)
- Assembled, Designed and Animated Flash Tiger Treasures Slot Machine

- Assembled, Designed and Animated Flash Multi Hand Video Poker, Deuces Wild (3, 10, and 52 Hands)
- Assembled, Designed and Animated Flash Multi Hand Video Poker, [Jacks or Better \(3, 10, and 52 Hands\)](#)
- Assembled, Designed and Animated Flash Multi Hand Video Poker, [Joker Poker \(3, 10, and 52 Hands\)](#)
- Assembled, Designed and Animated Flash Multi Hand Video Poker, Loose Deuces (3, 10, and 52 Hands)
- Assembled, Designed and Animated Flash Multi Hand Video Poker, Aces and Eights (3, 10, and 52 Hands)
- Assembled, Designed and Animated Flash Multi Hand Video Poker, Bonus Poker Deluxe (3, 10, and 52 Hands)
- Assembled, Designed and Animated Flash Multi Hand Video Poker, All American Poker (3, 10, and 52 Hands)

- Assembled, Designed and Animated Flash Multi Hand Video Poker, Bonus Deuces Wild (3, 10, and 52 Hands)
- Flash BreakAway Casino Table Felt Graphics
- Flash Casino Bega Table Felt Graphics
- Flash EasyBets Table Felt Graphics
- Flash Crown Vegas Casino Table Felt Graphics
- Flash Nine.com Casino Table Felt Graphics
- Flash Rework of SciFi Casino Table Felt Graphics
- Flash ClubWorld Casino Table Felt Graphics
- Flash WagerStreet Casino Table Felt Graphics
- Flash Main Street Casino - Las Vegas USA Table Felt Graphics
- Flash Main Street Casino - Slots Plus Table Felt Graphics
- Flash Main Street Casino - Sun Palace Table Felt Graphics
- Flash Main Street Casino - Vegas Casino Online Table Felt Graphics
- Project time estimates enabled management to better gauge the amount of time it takes for a given project.
- Communicated to management a detailed list of hours worked each week.
- Weekly status reports communicated to management any problem areas that needed attention.
- Coordinated with the QA Department to ensure timely and effective correction of defects (Using [FogBugz](#)).
- Used Flash Develop 2.0 as an Actionscript development environment.
- Used Microsoft Visual SourceSafe as a central code repository and version control.
- Assisted with development of Flash slot machine architecture.

Used [Flash Develop 2.0](#) as an Actionscript development environment

Used Microsoft Visual SourceSafe as a central code repository and version control

Assisted with development of a Flash slot machine architecture

Developed and assisted with classic ASP and JavaScript development which allowed the Flash objects to communicate more efficiently with databases and socket servers.

[Click to see all the Flash games that I worked on in both design and development](#)

* the link above reflects work done on both table games and slot machines

May 2004-September 2005

BellSouth – www.bellsouth.net

Senior Graphic Designer, Senior UI Designer, Web Designer, Creative Services

Responsible for designing application interface prototypes for next generation applications, web design integrated with Laszlo Systems technologies for next generation web applications and flash design for application prototyping using .swf to .exe tools with extended action script using the MDM Zinc compiler. Created various print collateral and flash presentations. Designed a wide array of iconography and visual menu illustrations for applications.

Worked closely with project managers to design UI and application interfaces and animations. These designs were then tested and refined with the BellSouth Usability Lab. Human Interactions and customer feedback played a major role in my design and development procedures.

January 1999-Present

Skatepile.com – www.skatepile.com / 15 + million hits monthly

Senior Graphic Designer, Print Media Specialist, Video Editor, Motion Graphics Composer, Web Developer, Network Administrator

Designed and created an eCommerce website in ASP for an inline rollerblading company. The website generated reports for ordering strategies, marketing analysis, search engine keyword tracking and optimization, and revenue sharing generating \$1.6 million in revenue each year.

Co-created and administered a SQL Server 2000 database with 98 tables, 20 Stored Procedures and 26 views. Used various tools for ensure trouble free performance issues and fine-tuning queries, triggers and stored procedures. I assisted the database administrator in creating scripts to migrate the data from SQL Server 7 to SQL Server 2000. Helped created a custom web based bar coding system for our warehouse tied directly and real-time with our eCommerce application.

Created and edited prime time television and streaming web based content, DVD and multi-media packages and have extensive knowledge and experience in all print media and magazine advertisements. Responsible for directing and producing catalogs with a distribution of 50,000 + subscribers twice a year which consisted of 400 + products and advertisements generating over \$260,000 quarterly in return.

Created dynamic flash modules that represented various eCommerce products displayed to the end users allowing them to make more competent and precise product purchases. Also responsibilities included Windows Media Streaming format to display my edited content for the web exclusive to Skatepile.tv.

Deployed and managed Exchange 2000 and Active Directory as well as a free web based email service by Merak that supports 5,000 users which is also tied into SQL 2000. Also I supported the entire office with tech support whenever needed and was in charge of backing up all data.

Co-created and managed dynamic content sites that are tied directly into our marketing strategy to increase sales and created reciprocating traffic.

January 1999-April 2001

Media1st.com – www.media1st.com

Web Developer and Graphic Designer

Designed user interfaces for a web based email service Mail1st.com, Media 1st.com, Light Speed Networks and affiliated web sites. These sites consisted of Flash development, Dynamic data driven content and design and rich interactive web presentations. Responsibilities also included After Effects post production and compositing, all print media, marketing and advertising, and executive charts and reporting presentations.

June 1998-August 1998

Internship with [T-Bone Films](#), Los Angeles, CA – Post Production Facility

- Created After Effects Intro's, Titles and bumpers on a rigorous timeline
- Co-Edited Feature film "Hoax 5" and extreme sports film
- Fox Sports Net "NISS" National Inline Skate Series ten episodes twice a week.
- "Worlds Greatest Crashes" video on Fox Sports Net
- T.B.T.V a bi monthly video magazine about skating around the world.

September 1995-November 2001

World Bar

June 1995-December 1997

Asphalt Flight School

Store Manager and Professional Rollerblader

Education

August 1995-May 1999

Atlanta College of Art - (B.F.A Bachelor of Fine Arts) www.aca.edu

Receiver of first Electronic Artist Scholarship

Electronic Arts, Motion Graphics, and Compositing Degree

After Effects and editing work "Generation Recycle" was displayed at the (D.A.C) Digital Arts and Culture Conference 1999 "The 2nd Annual Digital Arts and Culture Conference" designed to bring artists, media practitioners, scientists, theorists, and members of industry to Atlanta, Georgia to explore established and evolving forms of digital culture.

August 1989-June 1994

Chattahoochee High School / Advanced Art Placement

Skills

CryEngine3, Flex 3, Flex 2, Advanced Flash Design and Flash Development, JavaScript, Photoshop CS3, Illustrator CS3, InDesign CS3, ActionScript 3.0 OOP (1 Year), ActionScript 2.0 OOP (2 Years), Freehand, Image Ready CS2, MicroAngelo, Axialis Icon Studio, Windows 9x, 2003 Server, IIS, Apache, Mac OS, HTML, CSS, XHTML, Notepad, Homesite, DreamWeaver CS3, Swift 3D, MDM Zinc, Swish, ASP, SQL 7/2000, Adobe Acrobat for PDF creation CS2, 3D Studio Max, Cinema 4D 10, Zbrush 2.5, Maya 6, 3D Studio Max, Sound Forge, Reason 3, Cubase 4, FL Studio 7, Recycle (.rex file manipulation), Orion 7, Cool Edit (Audition, SoundBooth), Media100, Avid, Premiere Pro CS3, Plasma, After Effects 7, Exchange 2000/2003, Active Directory, Merak Mail, Mail Enable, Microsoft Office Suite, Veritas, Visio, Web Trends, Web Position Gold, Web CEO, DVD Maestro, Windows Vista, Visual Source Safe, Tortoise SVN

Portfolio

Bodoglife.com (Flash Game Design / Flash Development) - www.Bodoglife.com

Legacy Academy - www.legacyacademy.com

Skatepile.com - www.skatepile.com / 15 + million hits monthly

Skatepile.tv - www.skatepile.tv / 10 + million hits monthly

Genesis Technologies - www.genesistechnologies.org

Dyslexics - www.thedyslexics.com

Poserornot.com - www.poserornot.com / 5 + million hits monthly

Templekeepers.net - www.templekeepers.net – Under Construction

BlueMountainConcierge.com - www.bluemountainconcierge.com – Under Construction

DVD, Video, Print and all other media available upon request

Certifications

CSEM – Competent Search Engine Marketer Course and Certification

[Brainbench](#) - HTML 3.2 Certification

[Brainbench](#) - Adobe Photoshop CS Certification

[Brainbench](#) - Adobe Photoshop 7 Certification

[Brainbench](#) - Windows 95 / 98 Computer Fundamentals Certification

[Brainbench](#) - Flash MX Certification

[Brainbench](#) - HTML 4.0 Certification

[Brainbench](#) - HomeSite 4.5 Certification

[Brainbench](#) - CSS 2.0 Certification

[Brainbench](#) - Windows XP Computer Fundamentals Certification

[Brainbench](#) - Web Design Concepts Certification

