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## SUMMARY OF RELATED EXPERIENCE

My professional interest is in creating *usable* software for people. I have **twenty years of experience** - first as a designer/developer, and now as a manager and leader. When it comes to conceptual and practical web development, my well-rounded skill set and wide-ranging experiences have allowed me to be a *generalist* (able to approach problems with pragmatism) and a *specialist* (who can pay attention to details).

## PROFESSIONAL EXPERIENCE

[ 2006-present ]

### **RAZORFISH** (San Francisco, California)

Razorfish is a full service interactive agency that provides creative solutions in web development, technology and innovation, emerging media, analytics, mobile, social influence marketing and search.

#### **TECHNOLOGY DIRECTOR (2013-present)**

- Leading technical needs across various Fortune 500 accounts (dev estimates, staffing models, SCRUM, etc.)
- Establishing solid foundational architectures and build processes for production
- Providing recommendations and direction for clients and non-technical stakeholders
- Hiring, managing/mentoring, and staffing technical resources (onshore + offshore)
- Developing offshore production assembly line models and managing those relationships

#### **Senior Presentation Layer Architect (2010-2013)**

#### **Presentation Layer Architect (2008-2010)**

- Designing progressively enhanced, responsive front end web architectures
- Providing interaction and technical recommendations for the user interface
- Developing web standards and processes for best of breed web development
- Graphical alchemist!

#### **Senior Presentation Layer Developer (2006-2008)**

- Programming client-side web templates using DHTML (XHTML, CSS, JavaScript)
- Codifying best practices within the Razorfish community in regards to accessibility, analytics, performance, etc.

[ 2004-2006 ]

### **SYMANTEC CORPORATION** (Cupertino, California)

Symantec is the global leader in information security, providing a broad range of software, appliances and services designed to help individuals, small and mid-sized businesses, and large enterprises secure and manage their IT infrastructure.

#### **SENIOR WEB PRODUCER**

- Architecting the presentation layer for Symantec's globally localized, public facing marketing/e-commerce web sites (using XHTML, CSS, JavaScript, and Flash)
- Developing many of the company's Intranet portals- placing importance on building a user driven, task oriented architecture while ensuring a clean presentation brand identity

[ 2003-2004 ]

### **TECHTV** (San Francisco, California)

TechTV was a cable television network that showcased the smart, edgy, and unexpected side of technology.

### **TECHNICAL DESIGNER**

As a former technical designer at TechTV, my areas of focus included implementing functional design solutions using XHTML, CSS, and JSP to enrich the company's web user experience, brand recognition and viewership. Duties included designing client-side user interfaces and modular templates, developing team-based design processes for implementing new features, and prototyping interfaces for emerging Internet-enabled devices.

[ 2001-2003 ]

### **SCENIC CREATIVE** (San Francisco, California)

Scenic was a design and technology agency that provided products, services and experiences, on the web and other digital media, for clients seeking innovative solutions to increase value for their customers, partnerships and audiences.

### **DESIGN TECHNOLOGIST**

As a former design technologist at Scenic Creative, my areas of focus included conceptual and practical design solutions for functional web interfaces, project management, and client interaction. Duties included client-side user interface development using PHP, DHTML, and Flash.

[ 2000-2001 ]

### **RARE MEDIUM** (San Francisco, California)

Rare Medium was a global broadband and web services company that brought together the disciplines of broadcast design with expertise in industrial-strength web based applications.

### **DESIGN TECHNOLOGIST**

As a former design technologist at Rare Medium, my areas of focus included designing functional solutions for user experiences delivered via PCs and interactive television (iTV). Duties included developing DHTML for B2B applications, researching video compression technologies, and DVD authoring.

[ 1998-2000 ]

### **WESTED** (San Francisco, California)

WestEd is a non-profit research, development and service agency dedicated to improving education and other opportunities for children, youth and adults.

### **WEB DESIGNER**

As a former web designer at WestEd, my areas of focus included designing and developing user experiences for internal and external web projects. Duties included DHTML template design for database environments, development of interactive animations for e-learning, and visual identity design.

[ 1997-1998 ]

### **INTERACTIVE MAGIC** (Research Triangle Park, North Carolina)

Interactive Magic was a developer and publisher of simulation and strategy games for the PC.

### **ASSOCIATE MULTIMEDIA SPECIALIST**

As a former multimedia specialist at Interactive Magic, my areas of focus included design and development of Interactive Magic's online gaming web portal. Duties included creating and managing the visual direction, the user experience, and the promotional content for games featured on the site.

## **EDUCATION**

[ 1992-1996 ]

### **NORTH CAROLINA STATE UNIVERSITY** (Raleigh, North Carolina)

**Bachelor of Arts - Environmental Design (summa cum laude)**

University Scholars Program  
Academic Minor: Spanish

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## TECHNICAL SKILLS

- Solid foundation in web design (PhotoShop/Illustrator), expert knowledge of web development (HTML, CSS, JavaScript, JSON, WCAG), and working knowledge of content management systems (AEM, SiteCore).
- Focus on process oriented, team-based organization (Agile/Waterfall/SCRUM) using JIRA for project planning, software estimation, and resource tasking.
- Experience in writing and translating business specifications into functional interfaces, while understanding the real-world trade-offs between desired features and implementation time.
- Refined process for managing development teams of 4-8 persons (experience in building and interacting with offshore models in Latin America).
- Firm believer in the power of simplicity!

## LANGUAGES

- English (native speaker)
- French (native speaker)
- Spanish (university level academic minor)