

I design and build user experiences for web, desktop and mobile applications.

KNOWLEDGE & PROCESS

Design

My application and interface designs begin on paper or whiteboard.

I build prototype visual designs in Photoshop with notes on functionality and interactivity.

When required, my print designs and illustrations are done InDesign and Illustrator, respectively.

Front End Development

I write front end web code in Coda, using the latest standards of HTML, CSS & JavaScript.

To enhance the user experience, I use jQuery and AJAX.

For Windows desktop applications, my user interfaces are developed in WPF using XAML.

Back End Development

My applications are primarily written in Ruby (Rails and Sinatra), using TextMate.

To manage data, I use MySQL.

I also often work with PHP.

EXPERIENCE

Clear Channel Communications — White Plains, NY

User Interface Designer, June 2010 - Present

Responsible for complete redesign and user interface overhaul for professional web, desktop and mobile applications including Mediabase, Media Monitors, Zetta Radio Automation and RCS News. Lead on any design and development for any RCS division websites.

McLaren Engineering Group — West Nyack, NY

Web Designer & Developer, May 2008 - May 2010

Designed and developed the full McLaren Engineering Group corporate website (since altered). Redesigned the corporate logo and internal logos. Developed applications that allows authorized employees to login, manage employment applications and add items to the online company portfolio.

Caffeine Interactive — New Haven, CT

Intern, Spring 2010

Supported the Caffeine team in various projects for a range of clients including BIC World, Okemo Mountain Resort and Pebble Beach Resorts.

FREELANCE WORK

I have worked with over thirty freelance clients that include Allstate Insurance Company, Public Relations Society of America, Institute for Healthcare Communication and Fenton Communications.

EDUCATION

Quinnipiac University — Hamden, CT

Bachelor of Arts, Interactive Digital Design (May 2010)

During attendance, I designed various internal products for the university, including logos, t-shirts and an interface to manage the annual computer programming competition.