

Looking For Work As: Interactive Designer, Web Developer, or Project Manager

Summary

I have worked on six major academic and professional digital media-related projects as an interactivity specialist marrying graphics, video, and sound with programming logic and user-data collection techniques. Strong leadership qualities with an eagerness to learn and a passion to create place me above the average competition.

Software & Programming Skills

Software (High fluency):

Adobe Photoshop
Adobe Illustrator
Adobe Flash
Adobe Dreamweaver
Microsoft Office

Web Programming Languages and Frameworks (High fluency):

XHTML
CSS2/CSS3
PHP 4.0-5.0
JavaScript
AJAX
MySQL 4.0- 5.0
jQuery
ActionScript 1.0-3.0
Python
*Can learn others *very* quickly

Other Skills and Abilities

Leadership – As project manager and lead programmer, I successfully managed a project team of over 50 students in the redesign of the UCF Creative School for Children website. This website was given a visual makeover as well as a dynamic aspect allowing teachers to manage the content on their site even if they had little or no computer-using experience. I created the back-end of that site using PHP and MySQL.

Ambition – My desire to create highly effective and useful web applications is more than a job to me, it's a way of life and I intend on becoming one of the great minds in the increasingly networked world of the future.

Selected Awards and Honors

Most Valuable Player on Special Teams – High school varsity football, 2004

Graduated with Honors – High school, 2004

Dorothy Howard Award (second place) – Received for my outstanding work on Folkvine.org

Best Presenter – Received directly following bi-annual Digital Media Showcase in Fall 2006

UCF Dean's List – Spring 2006, Spring 2008

UCF President's Honor Roll – Fall 2006, Spring 2007, & Fall 2007

Education

Bachelor of Arts, Film and Digital Media

Current Upper-Level GPA: 4.0

Expected: Aug 2008

Related Course Work: E-Commerce, Digital Media Production I, Digital Media Production II, Creative Digital Problem Solving, Digital Imagery, Information Management and Entrepreneurship, Internet Interaction, Digital Media Audio, User Centered Design, Interactive Entertainment, Rapid Application Web Development, Converging Digital Media, Flash Game Development, Marketing

Work Experience

Lead Flash Game Developer – RetroLabs: LunarQuest (Orlando, FL) **May 2007 – Current**

I solely created eight mini-games in Flash using Actionscript 2.0 for a UCF project team called RetroLabs. I am now working with the Python language to create scripts for the 3D massively multiplayer online game, LunarQuest. My Flash mini-games now seamlessly integrate into the 3D game engine which is a first for the game engine and was spearheaded by my efforts.

Lead Web Designer – UCF Cultural Heritage Alliance: Folkvine.org **Feb 2007 – Jun 2007**

I designed two “sub-sites” of Folkvine.org, multiple DVD labels, a printed invitation, and several dynamic Flash guidebooks. The sites were highly interactive and immersive sites that required advanced skills in Flash and AJAX as well as of typical web design standards and search engine optimization. The project was completed in June.

Lead Marketing Director – Southern Orchid Development (Palm Coast, FL) **Mar 2006 - Present**

Designed and implemented “Southern-Orchid.com”. The function of this site is to entice consumers to purchase a modular home by allowing one to customize a set of options into a wish list that can then be sent to the developer. I created, in entirety, the presentation layer, business logic, database system and content management system as well as directly influenced the business plan.

- Built a database-driven, dynamic, PHP-based website for easy updateability and self-sufficiency
- Designed the GUI using only standards-compliant XHTML, CSS, and JavaScript
- Developed a PHP/MySQL task management system for assigning tasks to employees via the web.

Online Portfolio

<http://www.kylefarrisdesign.com/>