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Notable Achievements

Served as Board President for emerging non-profit & technology incubator providing services to 1,200+ patrons and corralling \$20,000 in assets during first 18 months of operation.

Designed & produced interactive hardware installations for a variety of organizations, events & popular performing artists, serving audiences of 5,000+.

Directed all web & mobile technology efforts for start-up international shipping service & oversaw rapid growth into a multi-million dollar operation over a 2.5 year period.

Revamped user experience & visual identity of popular Creative Commons audio sharing website increasing their user-base by 20% to over 100,000 active users.

Experience

CymaSpace, Board President & Executive Director

Jan 2013 ongoing

- Lead a team of 10 active staff & 40+ volunteers and directed operations of nonprofit & technology incubator that has a mission of making performing arts more accessible and engaging to the Deaf & Hard-of-Hearing.
- Served 1,200 artists & audiences & created \$20,000 in assets. Projected 2016 revenue to increase to \$150,000.
- Chair board meetings & make all final executive level decisions on behalf of the organization & mission.
- Work closely with directors & external organizations overseeing Education, Arts, Technology & Accessibility programs.
- Oversee financial activities including annual reports, fundraising, grant writing & nonprofit administration.
- Responsible for delivery of major website (funded by successful RACC grants) bringing in over \$1,000 in public donations following first months after launch, & projected to generate \$15,000 additional revenue.
- Regularly coordinate public events & responsible for promotion, marketing, legal waivers, sound engineering, lighting & technology for each event.

Shopfans, User Interface Director & Senior Project Manager

Apr 2012 to Oct 2014

- Reported directly to President and main stakeholders and led a team of 15+ designers & developers in a SCRUM-based agile development environment.
- Oversaw growth of company from a 2-person development/design team, lean start-up to a multi-million dollar operation with 100+ employees and 120,000+ customers in 2.5 years.
- Improved warehouse operations with custom designed & developed check in / check out barcode scanning workflows and stream-lined applications to serve staff in multiple States and international locations.
- Managed delivery of debut iOS mobile app, defined specifications, set budget, hired additional design & development contractors and oversaw all stages from pre-planning, usability research, logic flowcharts/diagrams to, wireframing, retina resolution designs interactive prototyping and product testing.
- Ultimately responsible for all branding and identity, public facing marketing websites, customer desktop web and mobile apps, internal warehouse apps & staff workflows, email campaigns, printables, tradeshow materials and business development materials.

Freesound, UI/UX Designer & Developer

Aug 2009 to Aug 2011

- Worked closely with the Freesound development team to revamp the User Experience and Visual Identity of a popular Creative Commons sound-sharing service in affiliation with the Music Technology group of Universitat Pompeu Fabra (Barcelona).
- Conducted usability research and produced wireframes and high resolution mockups employing iterative and agile design & development practices.
- Developed front-end HTML/CSS/JS templates for all unique views and in-house developed user forum.
- Created visual assets (icons, interaction states) for HTML5 browser-based audio players.

Pixelshell, Boutique Design Studio & Freelance Collective

Sep 2007 to Apr 2012

Founder and lead designer of a freelance web design collective specializing in User Interfaces for web applications as well as branding and marketing for corporations and creative individuals.

Designed and coded numerous small to large projects and collaborated remotely with other freelancers & development teams requiring excellent communication and project management skills.

Brooklyn Parkinson's Group, Website Developer

Aug 2007 to Apr 2012

Regularly updated the main website for a Brooklyn-based nonprofit often requiring the creation/management of video, image and calendar assets promoting events and services; in addition I was responsible for continual maintenance of the site code in PHP and HTML/CSS.

Palm Pictures, NYC Film & Music Marketing Intern

Jan to Apr 2007

Constructed web-sites, newsletters and edited video footage for online promotion of independent film and music. Contributed to Customer Support as an email representative.

Education

BA (Hons) Degree Computer Animation, University of Teesside, United Kingdom

2003 to 2006

Skills

Project Management	Agile Methodologies (SCRUM/Kanban), budgeting, scope project timelines & fiscal estimates. Collaborative Tools (Slack, Skype, Google Docs, Dropbox, Git/SVN Versioning, Jira, Trello, Redmine).
Design	Wireframing (Sketch, Jumpchart, Balsamiq, Omnigraffle) Prototyping (InvisionApp, Webflow) High Resolution (Sketch, Adobe Photoshop, Illustrator, Creative Suite)
Code	Front-End (HTML 5, CSS 3, Bootstrap, jQuery frameworks) Back-End (Wordpress Templating, PHP Fundamentals)
Video & Photography	Production & Editing (Canon DSLR, Lighting, Field Recording, Final Cut Pro, After Effects & Audition)
Other Skills	Low voltage electronics, Arduino/open source hardware, copywriting, grant writing, legal & financial governance, drawing, painting, audio engineering, song-writing, public-speaking, guitar

Languages

English (fluent), American Sign Language (fluent), German (fundamentals)