

SCOTT KOSMAN

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Position Statement

Technical Director experienced in design and development of internationally recognized and awarded projects from beginning to completion.

Educational History

Northern Alberta Institute of Technology

2001-2002

Multimedia Technology Certificate

North American Baptist College

1994-1998

Bachelor of Theology

Skills

- Deep understanding of technical project management and work flow
- Experience in managing multicultural teams as large as 10-15 people (both local and remote worldwide)
- Mobile and Web Application Development (HTML/CSS/JavaScript/PHP/MySQL/Xcode)
- Industry standard design, development, and productivity software (Adobe CS/CC, Microsoft Office, Google Apps)
- Command-line junkie ("Go away before I replace you with a `shell script` `grunt` `gulp` `broccoli` `webpack` `yarn` `task`")
- Fluent in all major mobile and desktop operating systems
- Enterprise hosting (AWS, Rackspace) and Continuous Integration server (Jenkins, TeamCity) setup/maintenance
- Experience with many projects types, including web, mobile, video, retail, brand, and strategic consulting
- Proven ability to combine technologies in novel ways
- Excellent leadership, teaching and communication skills

Work Experience

adidas

Senior Digital Experience Manager, February 2016 – Present

- Responsible for oversight of digital campaigns, projects, and research efforts
- Creation, execution, and revision of detailed project work plans to meet changing needs and requirements
- Define creative and technical deliverables, schedules, and resources for digital projects
- Support external development agencies with various adidas technical infrastructures (CRM systems, deployment processes, etc.)
- Contribute to business development, research and requirement gathering
- Liaise with multiple internal teams (UX, Creative, CRM, Infrastructure, Security) to ensure project success
- Educate internal teams on emerging technology and software development lifecycles, including current industry trends and their application

Resn

Technical Director, April 2014 – January 2016

- Responsible for leading technical strategy, development, execution and innovation of all Web and Mobile application projects
- Evaluation of client briefs in order to craft budget/timeline forecasts and technical plans for future projects
- Developing solution architecture strategies along with senior development staff including combinations of mobile strategy, front end development, back end services, hosting and CMS middleware platforms
- Recruitment, interviewing, and hiring of all development/technical staff
- Managing day-to-day development including resourcing, liaising with Creative and Production leads to ensure project goals and timelines are being followed
- Ongoing setup and management of various deployment/hosting systems, including Release Engineering through Bitbucket and the Jenkins CI platform to multiple cloud-based hosting platforms and resellers (AWS, Rackspace)
- Senior-level counterpart to client leadership providing creative, technology, and strategic direction to client teams in multiple countries, demographic cultures, and time zones

Minivegas

Creative Technologist, September 2012 – March 2014

- Chief point-of-contact within the company on all technical projects and prototypes
- Developed interactive projects for desktop, mobile, and embedded systems based on web technologies (HTML5, CSS, JS)
- Recruitment, interviews and hires of temporary and permanent staff, including training and onboarding
- Built proof-of-concepts for prototypes to sell in ideas to clients
- Explored mediums that are currently not common (projection, motion tracking, audio-reactive software)
- Provided technical documentation and briefs for all interactive projects, including long-term forecasting, estimates, and budgets

Sid Lee Amsterdam

Creative Developer, March 2012 – September 2012 (6 mos. temporary contract)

- Developed interactive projects based on web technologies (HTML5, CSS, JS)
- Participated in brainstorming sessions to both validate and push ideas further
- Worked alongside multiple departments (creative, production, account management) to optimize project plans
- Estimated time required for development & QA
- Educated team members about new ideas such as libraries, JavaScript frameworks, performance optimizations, tools, etc.

Crispin Porter + Bogusky

Associate Director of Standards Architecture, January 2010 – February 2012

- Technical Director focused on web standards, mobile and other future technologies
- Primary point of contact for Creative, Design, and UX teams to facilitate liaising with technical staff throughout a project life cycle
- Heavily involved in project planning, including timeline and budget estimation, scope management, and resourcing
- Lead technical architect on multiple concurrent projects: developing code frameworks for large-scale deployment
- Recruitment lead for interviewing, hiring, onboarding and training of development staff
- Practice Lead responsible for creating and documenting agency-wide coding standards guidelines

Critical Mass

Technical Lead, June 2007 – January 2010

- Technical Lead on large-scale web and e-commerce projects
- Traveled internationally to lead and train client in-house development teams
- Collaborated with creative designers to conceptualize projects and carry through to completion
- Created web applications for financial, retail, marketing, and advertising websites
- Planned, developed, and supported desktop and web-based applications for internal Critical Mass use
- Participated in and led multiple instances of staff cross-training
- Included 1 year of secondment to 180 Amsterdam (January 2009 – January 2010)

Skinnyfish Media

Senior Web Producer, May 2006 – June 2007

- Team lead/staff supervision, project management, client relations
- Collaboration and management between web department, print/creative department, project managers and sales team to ensure project budgets and timelines are met
- Primary Flash developer for all projects. Flash development ranges from small elements within static sites (navigation, etc.) to fully Flash-based XML-driven web applications
- Design, layout, and development of small and large scale websites for multiple clients

The Brick Warehouse Corporation

Multimedia Designer, May 2002 – August 2003

- Web design/implementation for one of Canada's most successful E-commerce websites
- Participated in full-scale redesign of the entire site (Summer/Fall 2002). Duties included mockup/templates, coding, graphics creation, and collaborating with other departments cross-country. Results: 500% increase in site traffic within first 6 months of launching the new design, revenues increased correspondingly