

- Education:** The Art Institute of Dallas
September 2001 Associate of Applied Science,
Multimedia and Web Development
Most Outstanding Portfolio Winner
- Technical Skills/
Languages:** Flash CS4/Flex ActionScript (2&3) PHP
Flash Remoting XML/Web Services Javascript
Photoshop After Effects Illustrator
- Work Experience:**
- 03/07-Present:** Blockdot Games
Game Developer
Worked with a team of other developers to produce a wide array of different Flash games, in both AS2 and AS3. Spearheaded a move towards standardization of coding practices and a shared repository of re-usable frameworks and classes. Developed both single and multi-user game experiences for clients like LEGO, Microsoft, Anheuser-Busch, Kraft, Nabisco, Xbox, and others.
- 11/04-03/07:** Tribal DDB
Director of Game Development
Returned to Tribal after being offered chance to head up an internal game development initiative. Continued to create games and sites for Tribal's clients in addition to working to spearhead the new Tribal Gaming division with the New York office. Projects included games for clients like Cheetos, Starbucks, Bank of America, and Pepsi.
- 04/04-11/04:** Slingshot
Multimedia Developer
Tasked with starting up an in-house multimedia competency at Slingshot. Worked on projects for Dr Pepper/7Up, Samsung, and Wyndham Hotels.
- 11/01-04/04:** Tribal DDB
Multimedia Developer
Worked with multimedia team to build web sites, ad units, and games in Flash for a variety of clients including Pepsi, the US Air Force, Frito-Lay, American Airlines, and the Ad Council.
- 09/01-11/01:** Tribal DDB
Independent Contractor
Developed games in Director and Flash for Pepsi.
- Other** Currently authoring a book on Flash game development using Flash CS4. It is slated to be published early this summer by Focal Press.