

- 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.