

Alan Ramsey
al@alramsey.com
http://alramsey.com

Experience

Flash Development

Organic – 2009-10 – [CONTRACT]

Flash & Web Developer for Organic. [San Francisco, CA]

- Flash & web developer on a number of Bank of America and Intel interactive projects. Primary video developer on the BofA Morris Broadcasting Channel site. Tools: Flex/Flash CS4 – ActionScript 3.0, Eclipse, Photoshop. [2010]

GreenerMags.com – 2008-10 – [CONTRACT]

Flash Developer and UI Designer for online magazine platform. [New York, NY]

- Flash developer and UI designer for online magazine platform. Upgraded their platform to AS3 and created web 2.0 tools (AS3–XML–PHP) for future deployment. Tools: Flash CS3 – ActionScript 3.0, Eclipse, Photoshop. [2010]

Truvie.com – 2008-09 – [CONTRACT]

Flash Developer and UI Designer for social networking startup. [Palo Alto, CA]

- Flash developer and UI designer for fan-based social-networking startup proof of concept for their investors. Created and connected various video, trivia, and data collection tools to their PHP backend. Tools: Flash CS3 – ActionScript 3.0, Photoshop. [2009]

IGN Entertainment (FOX Interactive Media) – 2005-08

Flash Developer and Multimedia Designer for IGN Entertainment. [Brisbane, CA]

- Flash developer for all streaming media players across the IGN Network (IGN, GameSpy, Rotten Tomatoes). Development included media playback, advertisement, ad tracking, media tracking, and content management. Tools: Flash CS3 – ActionScript 3.0, Photoshop, QuickTime. [2008]

Kadium (Euro RSCG) – 2007 – [CONTRACT]

Flash Developer for Kadium Interactive (Euro RSCG). [San Francisco, CA]

- MLB2k7 Signature Style microsite. Developer for this video intensive MLB2k7 video game microsite which offered interactive 360 views of 6 MLB players and mini videos of each player's Signature Styles. Tools: Flash 8 Pro – ActionScript 2.0, QuickTime, Photoshop. [2007]

Merkley + Partners – 2004 – [CONTRACT]

Flash Developer and Presentation Designer for Merkley Interactive. [New York, NY]

- *Culting of Brands* presentation design: Multimedia presentation for author Douglas Atkin's *Culting of Brands* book tour. Tools: Flash MX, QuickTime, Photoshop. [2004]
- Starwood Resorts Honeymoon banner campaign: Primary designer and production artist on large-scale, animated banner campaign. Tools: Flash MX, Photoshop. [2004]

Flash Development [continued]

Admusic / Emoto – 2003-06 – [CONTRACT]

DVD Developer and Video Designer for Admusic then Emoto. [Santa Monica, CA]

- Emoto DVD design and development. Authored the Emoto Reel including navigation, menus, video, and audio content. Tools: DVD Studio Pro, AfterEffects, Flash MX, Photoshop. [2006]
- Admusic DVD design and development. Authored the Admusic Reel including navigation, fully animated menus, video, and audio content. Tools: DVD Studio Pro, AfterEffects, Flash MX, Photoshop. [2003]

Elias Arts – 2002-04 – [CONTRACT]

Flash Developer and Web Developer for Elias Arts. [New York, NY]

- Music with Vision presentation development. Flash developer for Music with Vision presentations. Tools: Flash MX, Quicktime, Photoshop. [2004]
- Elias Arts website. Web designer and developer for Elias Arts' website and various microsites. Tools: Flash MX, Quicktime, Photoshop, Illustrator. [2002]

B2FNYC Design – 2002-04 – [CONTRACT]

Flash Developer and Web Developer for small New York design firm. [New York, NY]

- Shadowbox Marketing website. Web designer and developer for Shadowbox Marketing's website. Tools: Flash MX, Photoshop, Illustrator. [2004]
- JSM Music website. Web designer and developer for JSM Music's website. Tools: Flash MX, QuickTime, Photoshop, Illustrator. [2003]

Print Production

Hoberman Design Inc. – 2002 – [CONTRACT]

Production Artist for Hoberman Designs inc. [New York, NY]

Digital Prepress Inc. – 1995

Production Artist for busy downtown service bureau. [San Francisco, CA]

Quality Assurance

Apple Computer Inc. – 1999-2000

Team Lead for Apple's Web Products QA group. Planned, documented, and supervised many Web Products test efforts. Reported results to appropriate engineering teams and 3rd party developers. Drove blocking issues towards resolution. [Cupertino, CA, 1999-2000]

Education

B.A., Art Studio & Art History, University of California at Davis, 1993