Creates software and media for training and education

Presents complex information in a clear, straightforward manner Learns fast, strives for efficiency, sweats the details when needed

Multimedia Specialist

Worked with IDs and SMEs within the organization, and SMEs from each breed or sport, to produce audio, video, and animated media for both educational and promotional use.

Traveled to shows to capture technical photos, interviews, and gaiting video.

Developed technique and presentation for motion-correct gaiting analysis.

Created the system used to generate a reference skeleton for each breed: I used it for two dozen breeds, and it is still in use today.

Highlights included shooting over forty hours of green screen footage in a single week, and drawing the spots for the Dalmatian course, and being declared an "honorary dog person" after my first year there.

DSLR PHOTOSHOP ILLUSTRATOR STORYLINE **AFTER EFFECTS PREMIERE**

2016-2019

AMERICAN KENNEL CLUB: A not-for-profit company promoting the sport of purebred dogs and breeding remote

Web Application Developer

Database Manager

Collaborated on a .Net application that administers and delivers training and assessments across multiple domains.

Built a study management framework with a recruitment system utilizing multiple standalone static sites; this allowed for anonymous signup yet ensured direct correlation with the eventual database entries.

Built an assessment system allowing users of different types to interact with and respond to assessments.

Created the course listing and course player features, from wireframes to database to CDN, when we added a SCORM engine to our platform. Details included multiple types of user uploads, student questions and

feedback, and a display layer that allowed a decade of legacy content to work responsively.

Highlights included an NIH study management interface requiring "multi-layered" row level encryption, and writing stored procedures that emitted other stored procedures.

.NET SQL SERVER **SCORM JQUERY SCSS** SVN IIS

2012-2016

AV Installer

Lead Tech

Installed and configured classroom and conference room AV systems in education and medical environments.

Handled all of team's rack building.

Provided skills training to other techs. Highlights included building analog and digital AV systems for a medical school's new teaching clinic; this

included a mile of fiber, a 64x64 matrix video switcher, and three separate yet interconnected multi-room precepting systems.

SERIAL CONTROL HAMMER DRILL

SOLDER

2011-2012

Software Developer

Designer

Provided web and graphic design, software development, database admin, and product photography. Built a PHP CMS that uses flat text files to allow easy customization of small client sites.

Maintained my software for MASC. Built campaign and assets to market a private island.

PHP **DESIGN** SQL CSS

2010-2012

Software Developer

Registrar

Designed, developed, and evolved the software that handled scheduling and registration of students, instructors, and classes, daily paperwork, routing, ID photos, and official training records.

Was responsible for all hardware and software infrastructure at all our

locations: staff workstations, student computer labs, and classroom AV.

Was the point person for students with literacy or language difficulties.

Inspected and maintained fire protection systems at a chemical plant. Performed quantitative respirator fit testing at local industrial facilities.

Highlights included my first major software project, which ran the show, in real time, every day for seven years without fail, as we grew from one to four cities plus temporary locations.

ACCESS SERVER **ASP EDU IT** 29 CFR PART 1910 2002-2010

MID-ATLANTIC SAFETY COUNCIL (DELTA SAFETY TRAINING): A network of industrial safety training schools . . . Wilmington, NC

Technical Illustrator Courseware Developer

Worked with internal and external SMEs from the pulp and paper industry to build content and courses for both paper-based and digital "train the trainer" systems.

Produced spline-based and vector 3D illustrations, flow diagrams, animations of mechanical and chemical processes, simulations, and game engine walkthroughs.

Built graphical courses with animated, interactive explanations of physical and chemical processes and equipment.

Managed voiceover recording sessions at local recording studio. **ILLUSTRATION** STORYBOARDS ANIMATION MODELING **AUTHORWARE**

2000-2002