

James Thorpe

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Objective

Mid-level Flash Developer with strong object-oriented programming/scripting skills seeks a creative environment for building rich internet applications. Must be a challenging workplace, must be part of an interactive team, and must be a position with room to grow.

Work Experience

Freelance Photographer/Designer

2/2004 - Present Limelight Studios, Oswego, NY

- Worked as an assistant photographer for on-location photo shoots, and on my own at some events
- Responsible for designing assorted in-house promotional materials that adhere to the corporate identity
- Produced slideshow video productions, with audio, for output to VHS and DVD
- Currently in the development stages of Limelight Studios' database- and multimedia-enhanced website

Online Sales

5/2005 - 10/2006 NGP Racing, Aberdeen, MD

- Responsible for all e-commerce handling for an internationally-known automotive performance shop and parts supplier.
- Developed marketing and sales strategies to increase website traffic from popular online forums in the VW/Audi enthusiast market.
- Dealt directly with customers and integrated feedback into the website and online store.
- For the year I was in charge of online sales and APR performance software installation, NGP Racing was chosen as APR top national distributor for 2005.

Webmaster/Interactive Lead

5/2001 - 2/2004 eCornell, Ithaca, NY

- In my first six months with the company, I single-handedly built more than 50% of the company's online offering of courses, which included a complete overhaul of the previous courseware to make it entirely JSP-driven and dynamically generated.
- Maintained all marketing materials on the corporate website, constantly updating and creating new sections using JSP, XHTML, CSS and Javascript.
- Developed XML-driven rich Flash activities and presentations for use throughout our online courses, including a variety of re-usable presentation modules.
- Focused on extensive Actionscript control of interface and content data (AS1.0 and some experience with AS2.0).
- Built learning simulations for the School of Hotel Administration, the Industrial and Labor Relations School, the Johnson School of Management and the Weill Medical College and Hospital for Special Surgery in New York City.
- Extensive work in testing and debugging a variety of web content types across several browsers and platforms.
- Worked closely with subject-matter experts from each of these schools to ensure their ideas were reaching fruition and their content was being conveyed clearly and effectively.
- Worked with Java Developers, Learning Designers, Project Managers and Content Architects to build the finest quality online course offerings on the market.

Systems Technician

1/1996 - 2/2001 The Oswegonian, Oswego, NY

- Network Administrator for the TCP/IP network of computers used by the Oswegonian weekly newspaper.
- Responsible for installation of network hardware and client-server software.
- Handled support requests on a tight schedule, in person and by way of remote access.
- Extensive experience training staff members to use desktop publishing applications from Adobe and Quark.

Creative Supervisor

9/1999 - 5/2000 Gauthier Interactive, Syracuse, NY

- Extensive experience with Macromedia Director and Lingo scripting.
- Developed multimedia applications for delivery on specially shaped business card CD-ROMs, and helped to implement this service, which was sold to seven different clients in its first two months.
- Supervised the design staff while maintaining consistent deadlines on a high-pressure timeline.
- Met with clients in order to clearly incorporate their vision into finished presentations and designs.

Education

9/1994 - 12/1999 State University of New York at Oswego

- Bachelor of Fine Arts Degree in Graphic Design
- Studied the fine arts, and concentrated on graphic design and web development.
- While completing my undergraduate degree, I was often asked to assist in teaching certain graphic design classes to my peers, based on my aptitude in those subjects.

Skills

Knowledge of platform/browser compatibility issues

Experience with content management systems

Experience with version control software

Excellent written/oral skills

Team Leadership & Art Direction experience

Familiarity with Unix/Linux systems, including command-line access

Macromedia Flash & advanced Actionscript (2.0, currently learning 3.0)

Adobe Photoshop, Imageready & Illustrator

BBedit/HTML/XML bare-bones code editors

Macromedia Director & Lingo

Macromedia Dreamweaver & Contribute

Macromedia Fireworks & Freehand

References available upon request.