

Blake J. Monson

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Senior Interactive Developer with expertise in:

Interactive Development
Programming
Videography/Editing

Web Design
Curriculum Development
Photography

3D Computer Animation
Training Software
Graphic Design

PROFILE:

- Twenty plus years in interactive development and graphic design.
- Strong foundation in art with management and leadership of creative teams.
- Senior developer, developing computer based training and social media applications.
- University level instructor with broad-spectrum knowledge of creative processes.

PROFESSIONAL EMPLOYMENT:

Laurus College, Oxnard, CA

Instructor, Web Design. 2015 - Current

Deliver live class lectures and synchronous instruction for both hybrid and online courses. Instruct students in the various aspects of modern Web development. Responsible for increasing student learning through developing a relevant and progressive curriculum in the virtual classroom, delivering instruction of high quality, assessing student learning, and advising students in the completion of assignments. Core competency in: HTML, CSS, PHP, JavaScript, MySQL, JSON, XML.

Clear Channel / iHeartMedia, Burbank, CA

Graphic Designer / Web Developer, 2013 - 2015

Work closely with project managers to develop and deliver high-quality creative content based on design comps and functional descriptions. Design and develop web pages using HTML, CSS and JavaScript. Banner development, rich media banners, RMOs, pushdowns and polling banners using Flash Action Script 3.0. Video editing and compression for deployment in various projects.

Freelance Flash Designer/Developer, 2012

Develop and build in Flash CS5 and Action Script 2.0 and 3.0 while adhering to tight project deadlines. Understand requirements and create cost estimate projections. Maintain best use development processes and interfacing with clients.

Rocket XL, Los Angeles, CA

Senior Programmer, 2008 – 2012

Primarily responsible for developing highly dynamic Flash based web sites using Flash CS5, ActionScript 3.0, JSON and XML. Work in a collaborative office environment with Creative Directors, Designers and Technical teams to integrate designs into functional product. Recommend and develop software architecture for scalable object oriented interface design.

Information Technology Program, **University of Southern California**

Viterbi School of Engineering, Los Angeles, CA

Multimedia Instructor, Fall 2009 – Spring 2010

Instruct students in the effective use of the Flash user interface and ActionScript 3.0 scripting language. Responsible for increasing student learning through developing a relevant and progressive curriculum, designing and implementing effective learning strategies and environments, delivering instruction of high quality, assessing student learning, advising students, and participating in College Activities.

Ideawork Studios, Santa Barbara, CA

Flash Developer, 2007 – 2008

Responsible for developing highly scalable Flash based Rich Media Internet applications. Incorporating and manipulating video with code. Extensive experience using Flash Remoting, Web services and XML.

interFUEL Interactive Design and Technology, Ventura, CA

Flash Developer, 2006 – 2007

Responsible for building highly scalable web based applications, social networking using Electro Server, and web based games. Create and implement user interface architecture design, software application design, Flash Remoting, and all phases of coding.

MCA Engineers, A Division of Santa Barbara Applied Research, Ventura, CA

Computer Based Training Specialist / Flash Developer, 1996 – 2006

As head of MCA's Graphics Department, directed graphic and video production activities on various stand-alone and interactive computer based training applications. These applications typically include elements of video, artificial intelligence, virtual reality and voice recognition. Day to day duties associated with position included: the design of user interfaces, production of graphic media, including photographs and videography/video editing, supervision of the graphics and video production, video and audio editing.

- Provided analysis of system requirements and the translation of these requirements into computer and Web based applications.
- Interface with users of programs and technical points of contact and participate in program reviews.
- Organizing project development processes from inception to delivery.

EDUCATION:

Liberty University, Lynchburg, VA

Master's Degree in Visual Communications & Design

California State University at Channel Islands, Camarillo, CA

Bachelor Degree in Art with an emphasis in Time Based Digital Media

University of California at Santa Barbara, Santa Barbara, CA

Certificate, Visual Communications & Graphic Design