

CHAD FILLION - INTERFACE DESIGNER/DEVELOPER

Littleton, NH 03561 | sms: 603-969-1123 | www.phlume.com/portfolio | phlume@gmail.com

Seeking full-time employment as a Full Stack Developer where I can utilize my talents as a UI/UX designer, problem solver, project manager, team leader and markup/script writer at a stable and well established company.

SOFTWARE HIGHLIGHTS:

- ◆ Adobe Creative Suite (PS, DW, FL, IL, ID, PR...)
- ◆ HTML5, CSS3, SASS, WAMP, JavaScript, jQuery
- ◆ Responsive email/web/mobile design, CheetahMail
- ◆ IBM Websphere, JIRA, Shoutlet, Asana, Monetate
- ◆ Windows & Mac proficient
- ◆ 3D Animation in 3DS Max, Maya
- ◆ UDK Game Engine – Video Game Level Design
- ◆ Microsoft Office: Excel, Word, Access

PRODUCTION SKILLS:

- ◆ Personnel / Project management
- ◆ Prototyping with Axure, iRise and InDesign
- ◆ Design of in-house production tools
- ◆ Asset management
- ◆ Scheduling/Budgeting
- ◆ Mass marketing email management
- ◆ Design theory
- ◆ Sound/Video editing

EXPERIENCE

GARNET HILL; FRANCONIA, NEW HAMPSHIRE –WEB DEVELOPER. 6/2012 - PRESENT

- ◆ Daily maintenance of the Garnet Hill web site using HTML, CSS, JavaScript and various software packages.
- ◆ Technical lead for new project initiatives such as slideshow presentations, scripting events and navigation elements.
- ◆ Manage/maintain web production schedule and assign workflow adjustments as needed to keep projects on track.
- ◆ Developed various in-house tools in JavaScript for streamlined web production and email production.
- ◆ Generate creative elements dynamically through scripting with JavaScript, jQuery and html/css.
- ◆ Advanced CSS and HTML5 knowledge, browser specific limitations, and their workarounds for best user experience.
- ◆ Test all site changes across multiple browsers and platforms for best user experience.
- ◆ Assist in problem solving and trouble shooting of errors found on site using Jira ticketing system.
- ◆ Created vast spreadsheet interface within excel to generate a variety of code snippets based on input variables.
- ◆ Sole developer for the vendor platform Shoutlet; used to launch Garnet Hill branded sweepstakes and contests.

ADJUNCT FACULTY MEMBER; VARIOUS COLLEGES – 12/2004 - PRESENT

Lyndon State College – Lyndonville, VT: 12/2012 – Present

- ◆ Teach Video Production, 3D Animation, 3D Modeling, Character Development classes.

ITT Technical Institute – Willmington, MA & Norwood MA: 12/2010 – 7/2012

- ◆ Taught Game Gesign, Programming & Development, Game Production and Asset Creation classes.
- ◆ Other classes taught include Physics in Animation, 3D Animation and Modeling, Audio/Video Techniques.
- ◆ Faculty advisor for school “Game Club” assisting in the production of a student developed game.

York County Community College – Wells, ME: 12/2004 – 5/2007

- ◆ Instructor of multiple design classes including Photoshop, Web Imaging, and Desktop Publishing.
- ◆ Major areas of focus: Design Theory, layout techniques, program knowledge, and Gestalt principals.

York High School – York, ME: 8/2006 – 1/2007

- ◆ Instructor of design classes including Photoshop, Flash animation, 3D Modeling, Game Design & Composition.
- ◆ Covered fundamental and advanced Photoshop techniques using my own personal “real world” experiences.
- ◆ Covered basic and intermediate Flash animation, navigation and scripting.

PHLUME; FREELANCE DESIGNER/CONTRACTOR. (SELF EMPLOYED) 6/1999 - PRESENT

- ◆ Design and develop web sites, wireframe mock-ups and site functionality maps for local businesses.
- ◆ Creative Director / Marketing Manager / Producer of the Great Bay Music Festival in Dover NH for 2 years.
- ◆ Manage regional bands helping to create/develop their image. Responsible for creative management and scheduling.
- ◆ Guided and directed one band’s development from \$200 per month to over \$25K per year in revenue.

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EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN, SAVANNAH GA (ONLINE CAMPUS) - PRESENT

50 Credit hours earned, Current 3.7 GPA.

Working toward MFA in Interactive Design and Game Development – 12/2014 expected graduation.

Awarded Academic Honors Scholarship and Educators Scholarship covering ¾ cost of Tuition per year.

Curricula includes concentration on UI/UX Design, JavaScript, PHP, 3D Modeling, Digital environment creation.

Additional media classes focus on storyboard development, App development, and interactive design standards.

UNIVERSITY OF ADVANCING COMPUTER TECHNOLOGY, TEMPE, ARIZONA - 4/2000

Received B.A. in Digital Animation and Video Production.

Graduated Magna Cum Laude with a GPA of 3.86.

Degree concentration in 3D digital animation, video editing, and sound engineering.

Inducted into the Alpha Beta Kappa National Honor Society.

UNIVERSITY OF ADVANCING COMPUTER TECHNOLOGY, TEMPE, ARIZONA - 12/1998

Received A.A. in Multimedia Design.

Graduated Summa Cum Laude with a with a 4.0.

Focus on color theory, design aesthetics, publication layout, and project presentation.

Interface design, web development and digital art also part of curriculum.

UNIVERSITY OF NEW HAMPSHIRE, DURHAM, NEW HAMPSHIRE - 4/1996

Completed Certification in Graphic Design.

Extensive training in graphic design, print production and traditional paste-up.

Focus on design concepts, ink and color, desktop publishing, and layout design.

CODE/PROJECT EXAMPLES

<http://www.garnethill.com> – Employer site I maintain with our team of 5. (markup/scripting/css is my responsibility)

http://www.garnethill.com/wcsstore/images/GarnetHill/_media/_assets/tools/ - Bank of JS/HTML tools I have created

<http://www.phlume.com/chad/mfa/> - MFA code projects in PHP, javascript, and Flash AS2/AS3

<http://www.phlume.com/portfolio> - 2000-2012 Portfolio site

<http://www.superfrogmusic.com> – Client web site from 2008 to present. This is the 3rd generation of the web site.