

Thomas W. Driggers

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OBJECTIVE

To design and develop entertaining, engaging and efficient multimedia **WOW!**

SKILLS

Adobe: CS5 / CS6: Acrobat, After Effects, Bridge, Dreamweaver, Encore, Fireworks, Flash, Illustrator, InDesign, Photoshop, Premiere, Soundbooth; Flex / Flash Builder
Coding: ActionScript, JavaScript, HTML, XHTML, CSS, XML, MXML; hand-coding and WYSIWYG
Media Formats: FLV, AVI, MPEG, WMV, MOV, SWF, WMA, WAV, DV, Super 8mm / 16mm Film
Software: Rocket Builder, Sublime Text2, FlashDevelop, Monster Debugger, Office, MySQL
Motion Graphics: After Effects, Premiere, Flash, Bryce3D, PowerPoint
Photography: Digital RAW / JPEG, 35mm, Medium Format

PROFESSIONAL EXPERIENCE

Cricket Moon Media – Seattle, WA

Jan 2013 – May 2013

Web Developer

5 months

- Conceived, designed and implemented online activities and games for a wide range of clients, including Disney, Disney Jr., Nickelodeon, Nick Jr., PBS, HUB, NatGeo and many more.
 - Collaborated with internal and client teams to brainstorm and plan IA, UI, UX.
 - Coded and tested site and game functionality in AS3, HTML4/5, CSS3, and JS, both in basic text editors and full-featured IDE's.
 - Assessed each product for UX, gameplay and interactive functionality, and resource utilization, from prototypes through production.
- Engineered HTML5 browser-based 'Lone Ranger' game using Disney's proprietary Rocket Pack platform under tight deadlines tied to film promotion schedule.
- Used several different version control systems, including SVN, VSS, Git, Confluence.

NCSOFT West – Seattle, WA

May 2012 – Dec 2012

Interactive Developer

8 months

- Conceived and implemented motion graphics for various MMORPG promo and support sites, including Guild Wars 2, Aion, Blade and Soul, Lineage II, City of Heroes, and NCSOFT.com.
 - Collaborated with multi-disciplined teams to brainstorm and plan site IA, UI, UX.
 - Evaluated and reported level of effort for development of various design proposals.
 - Created motion graphic styles to incorporate in-game atmosphere, look and feel into sites.
 - Prototyped and tested proposed site animations using Flash and JavaScript.
 - Assessed each prototype for UX, visual quality, functionality and client resource utilization.
- Prepped, edited and actively bug-fixed existing JavaScript, HTML and CSS code base for new features under tight deadlines based on rollout schedule.
- Handled developer coordination with teams in multiple locations, including Seoul, South Korea, Austin, TX, Seattle, WA and Mountain View, CA.
- Used several different version control, CMS, and tracking systems, including SVN, Perforce and P4Web, Git, MT4 / MT5, JIRA, Tempo, Confluence.

Screenlife Games – Seattle, WA

Feb 2011 – Mar 2012

Flash Developer / UI Designer

1 year

- Designed and developed new features for the Scene It? Movies Facebook game application.
 - Conceptualized, designed, developed, tested, and deployed UX and UI for in-app purchases.

- Implemented complete UI overhaul with wholesale changes / additions in functionality, including social interactions, leaderboards, tooltips, gifting capability and notifications.
- Adapted new interactive game element concepts to existing application code structure, hand-coding in AS3 and utilizing MVC design principles.
- Coded interface with PHP backend for dynamic data calls using JSON objects and ExternalInterface.
- Developed new methods to handle changes in Facebook requirements, including OAuth implementation, FB Credits and Graph APIs.
- Rapidly produced interim deliverables (wireframes, prototypes, proofs of concept, etc.) in addition to the final live application elements.
- Executed within Scrum / Agile development environment.
- Tracked down inconsistencies and large-scale bugs and resolved them in a timely manner.

T-Mobile (Ciber Contractor) – Bothell, WA

Sep 2010 – Jan 2011

UX Team - UI Design / Development Lead

5 months

- Launched new UX Team with focus on establishing User-Centered Design for internal software.
 - Assessed UI, UX, IA and code of current AIR-based software built with Flex 3 / 4 frameworks.
 - Identified and prioritized usability issues and impacts on end-users; made recommendations for improvements in design and code structure.
 - Conceptualized new UI components and generated wireframes and prototypes for testing.
- Developed best-practice processes for configuration mgmt and modification / enhancement requests.
- Established layout and hardware / software resource requirements for construction of UX lab.

Microsoft (Volt Contractor) – Redmond, WA

May 2010 – Aug 2010

Design Integrator – Windows Phone 7

3 months

- Designed and coded UI, UX interaction and animation for Windows Phone 7.
 - Hand-coded XAML and Splash, a proprietary Microsoft markup language, utilizing Visual Studio and .NET framework.
 - Developed and tested in desktop and mobile environments, including emulators and actual prototype devices.
 - Created new UI components in Silverlight (Visual Studio, Expression Blend) for use in visualization of next iteration of OS.
- Researched, resolved bugs under tight deadlines in preparation for product launch.
- Worked in Microsoft's proprietary SCM, Source Depot.

Freelance Contractor – Seattle, WA

June 2009 – May 2010

Web Designer / Developer, Graphic Designer, RIA Designer / Developer

11 months

- Designed and coded virtual keyboard for touchscreen devices.
 - Hand-coded in ActionScript 3 and XML.
 - Loads keyboard layout dynamically from XML according to user preference – can choose QWERTY, Dvorak or Alphabetical layouts.
- Created intro logo animations for two independent projects.
 - Produced in Flash and After Effects using timeline animation.
 - Designed primarily for web-based content delivery, but scalable if desired.

Maitreya Learning Center – Seattle, WA

Oct 2007 – June 2009

Senior Graphic Designer, Technical Illustrator, Web Designer / Developer

1 year, 8 months

- Launched three new product categories.
 - Turned the rough drafts for five books into final products, published in print and digital format.
 - Performed all photo shoots, layout, graphic design and editorial review.
 - Coordinated with publishing industry on book binding requirements and launch dates.
 - Produced instructional DVD video.
 - Turned the initial product ideas from co-founders into a viable script and production schedule. Wrote, narrated and created motion graphics for video's opening chapter (6 minute length).

- Designed final packaging, cover artwork and interactive DVD menus.
 - Produced webcasting video series.
 - Researched, configured technical solution for content delivery. Designed custom skin for flash video player.
 - Performed directing, videography, editing and graphic design.
- Designed, developed and maintained Center's original website.
 - Designed the UI & hand-coded the structure with standards-compliant HTML and CSS.
 - Wired in e-commerce functionality (X-Cart).
- Conceived and developed all multimedia for Center's marketing strategy.
 - Launched 24 ad campaigns (production, promotional, PR) across 10 periodicals, print & online.
 - Designed the company's first unified brand and corporate identity: logo, letterhead, biz cards.

Gryphon Technologies LLC – Huntsville, AL

Oct 2006 – Apr 2007

Senior Graphic Designer, Technical Illustrator, Training Developer

7 months

- Hand-picked by Boeing senior executive from previous employer to start a new division at Gryphon.
 - Created all graphic design, reviewed all editorial content for 3 new business proposals worth \$40 million in revenue (2 proposals were accepted, \$20 million).
 - Reduced printing errors 50% by learning, adapting to vagaries of print and publication services.
 - Project leader of 4 person team to ensure quality control and timely execution.
- Created, edited digital media for military training program: photographs, 2D/3D graphics, motion graphics, video, interactive interfaces.
- Identified, solved Gryphon's ad-hoc branding problem: cleaned up, organized 200+ corporate branding images into a repository; wrote usage guidelines that were well received by colleagues.

Teledyne Brown Engineering – Huntsville, AL

Sep 2003 – Oct 2006

Subcontracted to Boeing

3 years, 1 months

Senior Graphic Designer, Technical Illustrator, Training Developer

- Wrote, illustrated the 110 page master briefing for the Boeing division of the U.S. Missile Defense System in Alaska.
 - Used by Boeing executives to educate employees, military personnel and gov't officials.
 - Design emphasis: conveying complex, technical information in simplified, measured amounts.
- Produced briefing materials for senators, generals, and the Joint Chiefs of Staff.
 - Created 2D / 3D static and motion graphics to dynamically convey complex information.
 - Converted engineer documentation into humane training material (e.g. no acronym pollution).
 - Project leader of 5 person team on 12 projects.
- Created wall posters for executive suite decor; designed logos for flight missions.

EDUCATION

University of Arizona – Tucson, AZ

1993 - 1997

Bachelor of Arts in Media Arts, Minor in Graphic Design

Auburn University – Auburn, AL

1986 - 1989

(initial major) Aerospace Engineering. Air Force scholarship

TIDBITS

- Photographer, space enthusiast, sci-fi nerd, tech geek, Seahawks fan, explorer.
- Space Camp counselor for ~5yrs – taught 3rd-graders - college professors about space exploration.

REFERENCES

Available upon request.