

## Profile

A highly self-motivated, forward-thinking professional with a solid understanding of code and design. Experience with full cycle web development and content management systems.

## Skills

### Web/UI Design

A keen eye for composition, usage of color and graphic elements. knowledge of responsive design to cater to multiple devices

### Development

A concrete understanding of client and server-side technologies, social media APIs, current trends and best practices

### Team Skills

Excellent verbal and written communications, willing to follow directions and also learn and new things.

## Technical/ Software

XHTML/CSS/960 GS

Coldfusion

Maya

JavaScript/jQuery/AJAX

SharePoint 2007/2010

3D Studio Max

PHP/MySQL

Photoshop/Illustrator/ Indesign

Zbrush

Drupal, Wordpress

After Effects/Premiere

## Experience

### INDUS Corporation

Oct 2009 - Present

#### Web Designer/Developer

- + Work directly with Highway Engineers and Public Affairs professionals to develop and deploy accessible section 508 compliant public websites
- + Create intuitive and attractive UIs from wireframes to final comps using Photoshop/ Illustrator
- + Develop highly interactive “mash-up” sites using Bing Maps API (AJAX), jQuery/jQuery UI
- + Build Coldfusion based web applications while ensuring user facing ones are secure from vulnerabilities
- + Redesigning one of our program office’s site using responsive web design/development techniques to support multiple devices (tablets and mobile)
- + Hand code XHTML /CSS/JavaScript using the Adobe Dreamweaver IDE
- + Make improvements of content architectures and general usability based on monthly web stats on page visits, browser usage and operating system
- + Migrated and customized our task management system from SharePoint 2003 to 2010
- + Serve as a point of contact to client while managing and delegating tasks to other team members

**URLs:** <http://bit.ly/iaAERi>, <http://bit.ly/fg83cj>, <http://1.usa.gov/o4zPaX>

## Experience

### HiFade LLC

Aug 2008 - Sept 2009

#### Freelance Motion Graphics Artist

- + Created motion graphics and relevant visual elements using Adobe Illustrator and Photoshop that incorporate with slick motion design
- + Creating storyboards and animatics by working closely with Producer and Art Director.
- + Worked long hours as part of the production team using Adobe After Effects, Premiere and Encore to produce and deliver the final product within tight deadlines
- + Made various outputs with different compressions and codecs for web & Broadcast
- + Created UI using Adobe Photoshop/Illustrator

*Clients include:* The World Bank Group, CMU, Lincoln Interactive, Genilogix

### TK Creative Solutions

Jan 2009 - Sept 2009

#### Web Designer/Developer

- + Hand coded XHTML and CSS pages using the Visual Studio 2008 and Adobe Dreamwaver IDEs
- + Developed and tested Asp.Net(VB) based web forms for cross-browser functionality, and hand-held devices for client-side validation
- + Performed routine clients' websites maintenance
- + Converted older table based websites to CSS
- + Integrated API's as needed (Twitter, Flickr, Paypal etc...)
- + Assist in the design/development of intuitive and attractive websites following corporate standards and produced web assets using Adobe Photoshop and Illustrator
- + Created high quality print designs for marketing materials for client using Adobe Photoshop, Illustrator and Indesign

*Clients Include:* Three Rivers Pharmaceuticals, US World Meds, International Labs

### Entertainment Technology Center, Carnegie Mellon University

Jan -Jun 2008

#### Design Studio Intern

- + Worked in a team of four on a 40 min animated documentary about the history of the Philadelphia seaport
- + Converted old 2D illustrations into multiple layers that we then animated using Adobe After Effects for the above piece
- + Assisted in the modeling process of the 'USS-319 Becuna' submarine

*Note:* Piece was released in Spring 2008 using Panoramic technology at the Independence Museum of Philadelphia

## Education

### The Art Institute of Pittsburgh

Fall 2004 - Spring 2008

Bachelor of Science, Media Arts & Animation, 3.6GPA

## Demo Reels

### Motion Graphics

[www.abiycg.com/proreel](http://www.abiycg.com/proreel)

### 3D Modeling Texturing

[www.abiycg.com/works.html](http://www.abiycg.com/works.html)