

Paul Amsbary

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Portfolio: <http://lcc.gatech.edu/~pamsbary>

EDUCATION:

Georgia Institute of Technology, Atlanta GA

Candidate, Master of Science in Information Design and Technology, 2007

Experimental Television Prototyping Group · Am. Film Institute Digital Content Lab: Partnered with Turner, Sony, and Bavarian Design to prototype a CartoonNetwork.com experience for the Sony PS3. Goal: Develop an environment where users can watch and play CartoonNetwork content.

Human Computer Interaction · Museum Recorder: Iteratively designed, prototyped and tested a gesture-based, ubicomp note-taking system for the High Museum. Goal: provide museum-goers richer, more efficient memory retrieval experiences.

Experimental Television Prototyping Group · Am. Film Institute Digital Content Lab: Prototyped Broadband Video-on-Demand application and mobile game for the History Channel. Goal: Provide multi-perspective, kaleidoscopic view of D-Day and broaden History.com demographic.

mtvU and Cisco Systems Digital Incubator Grant · Slivers: Created music video game leveraging broadband capabilities and MTVu content. Role: Lead game logic and visual designer. Goal: Increase awareness of emerging artists, promoting the 2006 Woodie Awards.

Principles of Interaction Design · SaleMapper: Designed and prototyped web and mobile application for locating and pricing secondhand household goods using Google Maps API, Amazon API, Craigslist, and UPC database. Process included user research, competitive analysis, information architecture, UI design and coding. Goal: Assist buyers in sourcing/pricing goods for resale via geographic clustering.

California Institute for the Arts (Cal Arts), Valencia CA

Master of Fine Arts in Writing, 1999

Miami University, Oxford OH

Bachelor of Fine Arts in Painting, 1992

EXPERIENCE:

Publisher Engagement Intern, Brightcove, Cambridge MA, Summer 2006

Designed player prototypes and presentations · Prepared internal and customer-facing technical documentation · Designed and coordinated technology demonstrations for publishers, business development and publisher engagement leads · Developed syndication scenarios and collateral for content owners, affiliates and advertisers · Responsible for user research, information architecture and implementation of Publisher Engagement intranet · Conducted competitive analysis research · Prepared weekly analytics report for large media publishers. *Highlight:* Worked with DevalPatrick.tv to develop campaign channel. In the weeks following launch, Patrick broke weekly and monthly campaign contribution records.

Educational Technologist/Digital Media Specialist, Middlebury College, Middlebury VT, 2001- 2005

Provided expertise, training and leadership on digital media in the curriculum including appropriate use of information technology · Coordinated the production of digital projects for College's programs · Developed and updated digital curricular resources · Provided faculty instruction on digital media applications · Developed and taught methods for effective integration of digital media into curriculum.

Gallery Director, Miami University, Oxford OH, 1995-1997

Exhibition organization and management for large public university · Organized national outdoor sculpture competition · Managed staff and annual budget to develop year-round exhibition schedule. *Highlight:* Organized Frida Kahlo exhibition of rarely seen photographs and works of art.

SKILLS

Designing for Flash-based, Rich Internet Applications · Solid foundation of programming fundamentals · Technical writing · Project Management · User research and usability testing techniques · Strong storyboarding, rapid prototyping, scenario and persona development · Comfortable in customer-facing role and fast-paced, work environment · Extensive experience in translating concepts into visual representations

Code: Java/Processing, ActionScript, PHP · **Graphics:** Photoshop, Illustrator, Flash · **Video/3D:** Maya, Premiere, FinalCut Pro.