Christopher S. Sullivan

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**Web Design/Development • Project Management
Flash/Video/Multimedia/ • Graphic Design**

WORK HISTORY:

**2/2003 - Present
Faye, Pollack & Associates, Inc. — Encino, CA
Senior Web Designer/Project Manager/Developer**

FPA is one of the premiere IT consulting firms in Los Angeles and Southern California. I am Web Project Manager for all client and internal company web design and development projects including: writing initial proposals, working with clients to define project requirements and scope, developing project implementation plans/budgets/schedules, coordinating 3rd party integrations, defining and overseeing hosting and implementation requirements, and overseeing ongoing site maintenance. I maintain direct contact with all clients, providing weekly development and scheduling updates. I provide direct input and guidance to staff of programmers and coordinate and participate in all site/application testing. As Senior Web Designer for all web projects I design websites and application user interfaces for a diverse set of industries including: investment counsel, business management, software consulting, home furnishings delivery, cosmetics, manufacturing, community service, non-profits, mortuary/cemetery services, and call centers. As a Search Engine Optimization (SEO) consultant I analyze web stats and online competition research to define appropriate SEO keywords to make site optimization and pay-per-click recommendations. I also serve as designer for all internal print and electronic marketing and communications projects, develop branding for new software products and company divisions, and maintain the company's web site, client portal, and corporate intranet. I report directly to the company partners.

**5/1999 - Present
Independent Contractor
Freelance Artist/Developer**

For many years I've been retained as a freelance graphic designer and web develper by diverse industry clients to create original art and graphic layout of content, logos, and merchandise for Internet and print projects. Typical projects have included development of online or CD-based interactive projects, e-commerce initiatives, technical coding/review/testing, conceptualizing and implementing streaming video initiatives, and working closely with senior executives to conceptualize, design, and launch corporate identity initiatives, internet/intranet sites, and multimedia projects.

**5/2002 - 2/2003
Infinite Light Productions — Los Angeles, CA
Creative Director**

Created logos and graphics packages for a number of TV shows. Served as Art Director and Associate Producer for three 1-hour specials for BET. Managed a small staff of video editors. Designed and developed logos, websites, and Flash multimedia for many entertainment

industry clients. Served as Graphics Director and Post-Production Manager for "Cita's World" on BET. Designed/edited opening credits sequences for several TV show pilots. Served as editor for a number of EPK and demo reel projects. Served as artist for 3D set design projects.

8/2001 - 5/2002
MirageQuest Studios — Hollywood, CA
Art Director

Designed and produced multimedia and web projects as well as serving as Art Director and Set Designer for a number of low budget music videos. Developed web sites and multimedia projects for numerous entertainment industry clients. Served as Graphics Director for BET show "Cita's World" featuring a 3D character animated through motion. Designed and textured clothes for "Cita" 3D character model.

8/2000 - 7/2001
MirageQuest, Inc. — Hollywood, CA
Web/Graphics Designer

Developed the company's corporate identity, designing the company logo, business cards, website, mailers, and brochures. Worked directly with clients to design and develop numerous websites and streaming media projects. Worked with a local news anchor to develop a high profile streaming media site and company identity which received recognition by CNN and Newstream.com. Managed the company's Unix based 3D virtual set production system. Modeled and textured real-time rendered 3D virtual sets. Served as Art Director, 3D designer, and editor for a number of low-budget music videos utilizing 3D sets shot on company's green screen stage.

7/1999 - 8/2000
Leary & Tiziani, Inc. — Canton, MA
(now Tiziani Whitmyre, Inc.)
Manager of Internet Development

Oversaw the development of numerous web sites and multimedia/video projects for world-class biotech, automation industry, consumer electronics, and technology companies. Trained in Cold Fusion programming at Allair corporate headquarters. Managed and assisted with hiring a small staff of programmers and developers. Worked closely with senior executives, creative director, and art directors to conceptualize, design, and launch internet/intranet sites furthering client goals in conjunction with advertising campaigns.

7/1998 - 7/1999
Leary & Tiziani, Inc. — Canton, MA
(now Tiziani Whitmyre, Inc.)
Web Developer

Managed the development of corporate web sites for a large number of clients at a mid-sized advertising agency. Worked closely with account executives, and creative director to fulfill the web needs of the company's diverse clients. Developed banner ads and Flash animations. Performed technical coding, site review, and testing.

9/1996 - 5/1998
Boston University Center for Space Physics — Boston, MA
Research Assistant

Wrote custom codes utilizing IDL (a scientific programming language) to process, clean, and graph a decade's worth of data on high energy particles and their interactions with the Earth's magnetosphere taken from NOAA (National Oceanic & Atmospheric Administration) Earth environment satellites using. Developed and maintained online database of satellite data allowing scientists from around the world to search for and access specific data sets through a PERL/HTML scripted interface. Presented research on the South Atlantic Magnetic Anomaly (a feature of Earth's magnetosphere) at two international AGU (American Geophysical Union) conferences as a student member.

EDUCATION:

Graduated 5/1998
Boston University — Boston, MA
Bachelor's Degree: Bachelor of Arts & Sciences, 1998 Double Major: Astronomy & Physics Curriculum: multivariate calculus, differential equations, thermodynamics, electromagnetics, wave mechanics, galactic cosmology, stellar & planetary evolution, observational astronomy, statistics, modern physics, classical mechanics, space physics, C programming

12/1998
Rhode Island School of Design — Providence, RI
Certification: 3D Studio Max, Alias/Wavefront

5/2000
Allair Corporation — Cambridge, MA
Certification: Cold Fusion

SOFTWARE/SKILLS:

Design: Adobe Photoshop, Adobe Illustrator, Adobe ImageReady, Flash MX 2004, Adobe InDesign, QuarkXPress
Development: Dreamweaver MX 2004, Flash MX 2004, Microsoft Visual Studio
Programming: Classic ASP, ActionScript 2.0, JavaScript, ASP.Net 1.0
Database: MySQL, SQL 2005, MS Access
3D/Video/Motion Graphics: DVD Studio Pro, Final Cut Pro, Adobe Premiere, 3D Studio Max, Cinema 4D