

Nicholas C. Shipes

Designer/Interactive Developer

QUALIFICATIONS

<i>Platforms</i>	Proficient in both Mac OSX and Unix platforms, familiar with Linux and Windows.
<i>Applications</i>	Advanced knowledge of: Photoshop, Illustrator, InDesign, Flash, Ableton Live, iWork Suite, AutoCAD Familiar with: After Effects, Fireworks, Dreamweaver, Microsoft Office Suite, 3D Studio Max, Maya, Bryce 3D
<i>Programming Languages</i>	Advanced knowledge of: PHP, Actionscript 3, Objective-C, Javascript/AJAX, CSS, HTML, XML Familiar with: Perl, Python, Ruby, Java, MEL, C++
<i>Information Technology</i>	Apache, Plesk, MySQL, MongoDB, SQLite

EXPERIENCE

Interactive Developer

August 2004 - Present

Urban10 Interactive, LLC

Working with clients to take their projects through the entire scope of work--from planning and design to interface and back-end development. Projects range from graphic identity and branding to interactive web and rich internet applications.

Software Engineer

May 2010 - Present

WeatherNation, LLC

Minneapolis, Minnesota

Developed weather API and associated end-user toolkits in JavaScript, iOS and PHP. Created overall company and product branding, marketing and web presence. Designed and developed web/mobile applications for multiple high-profile clients. Assisted with broadcast branding and development of video playback platforms.

Intern Architect

June - December 2005

Weiss/Manfredi Architects

New York, New York

Responsibilities included the design of marketing, presentation and exhibition graphics and boards, and initial planning for the firm web site. Involved in the design development and physical/digital model construction for the McCann Residence and a new multi-function student facility for Barnard College in Manhattan.

Intern Developer

January - May 2004

Information Technology Services, University of Texas at Austin

Austin, Texas

Responsibilities included the design and development of an online student marketplace portal utilizing an Oracle database back-end and PHP-driven front-end. Project focused heavily on complying with W3C and University of Texas web accessibility standards.

Intern Developer

June 1999 - August 2001

Scott Ballew, Inc. Architects

Dallas, Texas

Responsibilities included the completion of plans, details and sections for final construction documents as well as presentation graphics and digital models for educational facility projects. Additional duties involved occasional construction site visits and administration.

EDUCATION

Bachelor of Architecture

January 2000 - May 2006

The University of Texas at Austin

Awarded university honors Spring 200 - Fall 2004 and Spring 2003 - Spring 2004
Cum Laude, Spring 2000 and Spring 2004
Maintained overall GPA at or greater than 3.5

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AWARDS

Architecture Excellence in Design Award, Spring 2004
Architecture Sound Building Distinction Honors, Spring 2004