



John Round

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Objective Well rounded Interactive Technologist seeking creative position to push the edge of design and technology, bringing brand messaging to devices in exciting new ways.

- Experience**
- MRM Worldwide** – Sr. Interactive Developer 2010-Present
Program micro-sites, modules and websites for all GM brands. Create motion designs and animations, work with front-end and back-end developers to create web and mobile experiences that exceed client expectations.
- Wunderman/TeamDetroit** – Sr. Flash Developer 2006-2010
Created flash micro-sites, modules and banners in as2 and as3. Designed motion and animations to enhance user experience. Maintained and modified vendors code, performed minor video editing duties and compressed video and graphics for web delivery. Clients included Ford, Lincoln, Mercury, Ford Credit, Ohio Art, Scotts, Compuware, Bosch, Warrior Sports.
- Campbell Ewald** – Sr. Digital Art Director 2003-2006
Digital Art Director for Avalanche, TrailBlazer and Silverado, USPS and US Navy. Programmed and helped to design all CD-Roms for 2004 and 2005 Chevy Catalogs.
- Dragonfly Studios LLC** – Director of Technology/Co-Owner 1998-2006
Programming lead and Art Director for a diverse range of digital solutions including CD-Roms, flash games, websites, and interactive flash banners. Clients included Bozell, FCB, JWT, Brogan & Partners, Campbell Ewald, Helm, GM and the US Army Tank Command.
- Butler Graphics** – Digital Art Director/Programmer 1996-1998
Designed and programmed multiple CD-Roms, touch-screen kiosks and websites. Clients included The Detroit Zoological Society, Yazaki, and Lear.

Education Ferris State University 1985-1988
Completed Associates Degree in Visual Communications.
One year independent study.



Skills

Designing/programming digital experiences since 1996. Have proven proficiency in most of the Adobe Creative Suite of tools. Highly motivated self starter with a passion for technology and learning new things. Have done digital retouching for print and online, as well as graphic production on almost every project I have worked on.

Design Core-Competencies:

Photoshop 2-CS5 Extended

Designed Interfaces for a broad range of digital projects, retouched images for a wide range of applications including on screen, CD rondels, magazines and billboards.

Illustrator 6-CS5.1

Created technical illustrations and diagrams for print, and vector assets for use in flash interfaces and animations.

InDesign CS2

Developed and maintained layouts for client presentations and internal reviews.

Audio/Video Core-Competencies:

Sound Forge XP/GarageBand

Edited sounds and music to create loops, fades and special effects.

QuickTime Pro

In-depth knowledge of QuickTime Pro's features for video, sounds and VR's, and how to access those features through Flash and Director.

Flash Video Encoder

Compressed hours of video for streaming on the internet and playback on CD-rom.

Programming Core-Competencies:

Flash 4-CS5.5 - Actionscript1-3

Flash Builder 4-4.5 – AS3

Flash Develop 2-4 – AS3

Director 5-MX2008 – Lingo

HTML/JavaScript/CSS/XML

Awards

23 Caddy's Including "Interactive Best of Show"

Cannes Cyber Lion

GLIMA

Golden Pencil

Shocked Site of the Day