

SCOTT VANDEHEY

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Online Portfolio

spaceninja.com/port/

EXPERIENCE

WebCoach Internet Services Corp., 11/01 – 12/04

Web Developer

Worked closely with and coordinate programmers to design, develop, and test a complete suite of online registration programs. Responsible for overall interface design and usability of each program. Interact directly with clients to install and customize products, as well as deliver training. Job requires adaptability, thoroughness, and long-term thinking.

ShirtWorks, Inc., 11/00 – 6/01

Graphic Artist

Produced camera-ready versions of customer-provided artwork for screen printing. Helped to develop and streamline the production process. Job required flexibility and speed while maintaining a high level of overall quality.

KCWU 88.1 FM, The 'Burg, 4/01 – 6/01

News Producer

Prepared news broadcasts under the News Director's supervision. Responsibilities included sound bite production, writing stories, and reading stories on the air. Job required technical knowledge, confidence, and basic news-writing skills.

Presto Studios, 11/00

Contract Designer

Created the promotional desktop themes for the computer game Myst 3. Themes had to represent the feeling of the game, while retaining functionality on a wide variety of computers. At last count, the themes had been downloaded approximately 60,000 times, with an 83% approval rating from download.com.

Portland State University Technical Team, 8/99 – 8/00

Computer Technician

Maintained and supported the hardware and software in general access computer labs and classrooms. Responsible for solving any problem too complex for lab assistants. Job required a willingness to learn and strong problem-solving skills.

Portland State University Computer Lab, 3/98 – 8/99

Lab Attendant

Supported user base of 15,000 students on a wide variety of hardware and software platforms. Responsible for quickly identifying problems and providing assistance. Job required patience, independence, and creative thinking

SKILLS

Advanced knowledge: XHTML, DHTML, CSS, PHP, SQL, graphics production, text-editor HTML production, Photoshop, Illustrator, Infini-D, Windows, Macintosh OS, Microsoft Office.

Working knowledge: Macromedia FreeHand, Flash, Quark Xpress, Adobe PageMaker.

Photography: 2 1/2 years total class work, experience with all aspects of black & white photography and production, as well as basic color photography.

Illustration: Pencil, ink brush, charcoal. Trained in true-to-life illustration.

Public speaking and teamwork: Friendly and confident as a group member, team leader, or a public speaker.

EDUCATION

Portland State University, Portland, OR, Class of 2000

Bachelor of Science in Graphic Design

Grant High School, Portland, OR, Class of 1996

Interactive Science and Math program

OTHER

Personality: Easy-going, cheerful, and a quick learner.

Enjoys: Sci-fi novels, downbeat techno music, and the occasional comic book

References

Mogenns Gilmour
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