

Rob Brunskill

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PROFILE

Web developer and consultant with artistic and technical experience, seeking a position that involves combining art and technology for entertainment

ARTISTIC SKILLS

Low polygon and patch modeling in 3D Studio Max and Maya
UV unwrapping and texturing in 3D Studio Max and Maya
Extensive Photoshop experience, for web and texture creation
Flash animation for web
Web and interface design and usability

TECHNICAL SKILLS

Scripting and programming with C, C++, Perl
Web Development with PHP, ColdFusion, and Javascript
Database management for MySQL, mSQL, SQL Server 2000, and Oracle

INTERPERSONAL SKILLS

One on one training, mentoring, and art direction
Project brainstorming, planning, management, and troubleshooting

EXPERIENCE

Consultant, 2006 - Present

Independent web and multimedia consultant for varied projects:
Carnegie Mellon IMCE - National Perf. Arts Convention 2008 web site
Public VR - Touch-up and support for Egyptian temple and Theatre of Pompeii virtual environments
Enterprise VR - Modeling and support for grocery store VR

System Administrator, Carnegie Mellon University, Pittsburgh, PA - 2001-2006

Managed Unix and Windows based servers and work stations for a small research group. Major projects included:
CueRate - Interface design for web based panel review system
ArtsNet and eGrant - Art direction and clean up on site-wide redesigns
Nat. Performing Arts Convention 2004 - Site design and creation
Pittsburgh Ballet - Creation of interactive PBT Kids site

Web Developer, Moebus Technologies, Canonsburg, PA - 2000-2001

Web design and development, including server-side scripting using PHP and MySQL. Basic computer and network troubleshooting and repair.

EDUCATION

Art Institute of Pittsburgh, Pittsburgh, PA - Bachelor of Science, Media Arts and Animation, 2006

Art Institute of Pittsburgh - Associate Degree in Specialized Technology, Computer Animation and Multimedia, 1998