

Samuel J. Whittenburg | (917) 687-6928 | jenksw@gmail.com

EDUCATION

Parsons School of Design, NY, NY

M.F.A. Design and Technology 2005

Graduated top ten in class

The New School, Computer Instruction Center, New York, NY

Certificate in Graphic Design and Desktop Publishing 2001

Trinity College, Hartford, CT

B.A. Liberal Arts 1996

Major in English Literature, Art in Religion minor

University of Limburg, Maastricht, The Netherlands

Study Abroad Semester, Spring 1995

EXPERIENCE

Proof Digital Media, New York, NY Jan 2007 - Present

Senior Flash Developer / Manager

-Build out Flash based, interactive, online applications for various Proof clients including Hormel, The U.S. Bureau of Engravings and Pressings, George Foreman, Transitions Eyewear, Kraft, HRC, Burson Marsteller Internal Site, etc.

- Applications include dynamic back end data integration utilizing XML, JSON, PHP, javaScript, AIR, etc.

Game Design / Flash Instructor, New York, NY Spring 2006 – Present

-Parson's Design & Technology program. Flash /Actionscripting instruction at the graduate and undergraduate level, as well as the Pre-College high school program.

-BCAL, part of Brooklyn College's BCCP. Game design instruction in an after-school program for Brooklyn area high school students.

Ordinary Theater, NY, CT, MA 1996 - Present

Video Designer / Musician

- Design real-time video performance patches, film all source video clips, and incorporate with live video feeds during performances.

- Compose and perform live music to accompany the narrative and video elements.

- The Ordinary Theater was founded in 1998 to further the exploration of non-narrative structure and its relationship to theoretical issues of performance. Performance venues include LaMama, NYC, Twelve21, NYC, The Academy of Music, Northampton, MA, Trinity College, Hartford, CT, etc. Tools include Isadora, Max/MSP, Jitter, Soft VNS, etc.

Jenks Motorsports, New York, NY Spring 2005 - Present

Audio / Interactive Designer, Owner, Operator

-Jenks Motorsports specializes in audio and interactive design. Projects include sound for video games, music based websites, interactive video projections, and on-site vocal recording and mixing
- Clients include Comedy Central, MTV Games, PBS, Electrotank, New York Review of Books, etc.

Blackford Studios, New York, NY Spring 2004 – Fall 2004

Design Assistant

-Arranged motion graphic segments for television commercials from rotoscoping to filters.
-Retouched photos for print ads.
-Clients include Macy's (print and television) and MTA (print).

Historic House Trust, New York, NY Spring 2004

-Designed touch screen kiosk for Swedish Marionette Museum in Central Park.
-Met regularly with members of H.H.T. and the Marionette Museum.

Cooper Hewitt Design Museum, New York, NY Fall 2003

-Designed website and interactivity learning guides for children.
-Met weekly for evaluations and critiques with members of the Cooper Hewitt Museum.
-Guest critics included John Maeda (MIT Media Lab) and Ellen Lupton (MICA).

Freelance Graphic Designer, New York, NY Spring 2001 - Present

Print and web designer for magazines, newspapers, album art, and clothing

-Clients include Touchstone Films, The Onion, Northsix Music Club, The Like Magazine, Emma Gibbs Band, La Pieta, Technical Echo Recordings, etc.

Orchard Films, New York, NY Fall 2000-Spring 2001

Research Assistant and Graphic Archivist

-Chief photo archivist for Lisa Ades' "Miss America" documentary for PBS/American Experience. ©2002
-Compiled database of all images, performed all photo retouching and supervised AVID transfer.
-Conducted key historical research into all visual aspects of the documentary.

Steeplechase Films, New York, NY Fall 1998-Fall 2000

Research Assistant and Graphic Archivist

-Chief photo archivist for Ric Burns' "New York: A Documentary", promoted 5/99.
-Compiled database of over 8000 images, performed all photo retouching and supervised AVID transfer.
-Conducted key historical research into all visual aspects of the documentary.

Computer Skills: Flash CS5, Flash Builder 4, Actionscript 3.0, Processing, Isadora, MAX/MSP 4.5, Jitter, Live 8, Pro Tools 7, Reason 3.0, Game Maker, Dreamweaver, Director, Photoshop CS, Illustrator CS, InDesign CS, etc.

-References and transcripts available on request.