

# PHIL RAMUNNO INTERACTIVE DESIGNER & DEVELOPER

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## OBJECTIVE

Obtain a full-time position in interactive design or development at a company that pushes the boundaries of design and technology to create award winning work.

## EDUCATION

Rochester Institute of Technology  
Bachelor of Fine Arts, New Media Design & Imaging

## QUALIFICATIONS

- Website, interactive and mobile media development
- Graphic and information design
- Self motivated and hard working under all conditions
- Creative and innovative in all processes

## SOFTWARE

Flash, Photoshop, Illustrator, After Effects, Dreamweaver, OmniGraffle, Cinema 4D, SVN and Microsoft Office

## SKILLS

- Actionscript (3.0 and Object Oriented Programming concepts)
- XML and dynamic data
- HTML, CSS and Javascript
- Video editing and 3D
- Knowledge of version control, bug tracking and content management tools
- Experience working with MySQL and PHP

## EXPERIENCE

### **Renegade | Interactive Designer & Developer | New York, NY | August 2006 - Present**

Responsible for the development of websites, applications, widgets and touchscreen interfaces for clients such as Panasonic, Doubleclick, Bearing Point, Ubisoft, Car and Driver, Gale International and Gilda's Club.

### **Next Step Magazine | Web Designer | Victor, NY | November 2005 - May 2006**

Responsible for creating, managing and updating company website content. Developed Flash applications and widgets to create an engaging and interactive experience for the thousands of students, parents and counselors who visit the site each week.

### **Freelance Designer & Developer | January 2005 - Present**

Designed and developed numerous websites, applications and brand identities for businesses, magazines and artists around the country.