

Nathan Selikoff

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about.me/nselikoff

OBJECTIVE

Professional artist and programmer seeking to utilize a broad range of technical and creative skills on contract, part-time, or full-time creative projects for teams with a global perspective, a passion for quality, and a commitment to work that matters.

SUMMARY

- Accomplished visual artist with exhibition experience around the world
- Broad base of technical and artistic knowledge with strong problem-solving abilities
- 10+ years creative programming experience utilizing C/C++ and OpenGL
- 10+ years web design and graphic design experience
- 7 years front-end web development experience utilizing XHTML and CSS
- 4 years back-end web development experience utilizing PHP and MySQL
- Excellent written and verbal communication skills, with project management experience
- 2 years system administration experience

SKILLS

This field incorporates many disciplines and technologies, divided into self-assessed skill level below*.

Topics

- **Expert:** programming, web development and design, graphic design, research and concept development
- **Proficient:** typography, user interface design, system administration, technical writing and copyediting, database design, OOP, MVC / design patterns, information architecture, standards compliance, source control
- **Competent:** SEO/SEM, performance optimization, illustration, business intelligence, technical support, animation, motion graphics

Tools

- **Expert:** C/C++, OpenGL, PHP, XHTML, CSS, Photoshop, Illustrator
- **Proficient:** MySQL, shell scripting and *nix command line tools, svn, Processing, InDesign, Maya
- **Competent:** openFrameworks, Javascript, jQuery, XML, XSL, Flash / Actionscript, Premiere, After Effects, Apache and lighttpd configuration, Microsoft Access, ASP, Google APIs, Renderman

**Note: I don't truly consider myself an expert at anything - yet - but I needed a level beyond "proficient"*

EXPERIENCE

Independent Artist

nathanselikoff.com

March 2003 – Present

Developed many artist tools by implementing existing and new computer graphics algorithms in C++, OpenGL, Processing, Renderman, and any other tools that will get the job done. Produced my own marketing materials, including websites, email newsletters, postcards, business cards, and letterhead. Successfully pursued various grant applications and exhibition opportunities, building a substantial artists resume and global exposure.

Owner, Designer, and Developer

Digital Awakening Studios • Orlando, Florida

awakeningstudios.com

June 2003 – Present

Contract web design and development, graphic design, and technical support. Project descriptions with specific scenarios and technologies available by request.

Director of Web Development

Arabian Nights • Kissimmee, Florida

tickets.arabian-nights.com

www.arabian-nights.com

May 2009 - August 2011

Designed, developed and maintained an e-commerce web application to sell tickets online and manage physical ticket inventory using Symfony (a PHP framework) and MySQL. The application processes one to two thousand pageviews per day, and should process over \$1 million worth of payments in 2011.

Additional day to day responsibilities:

- Managed the company's web presence
- Maintained a legacy ticketing system written in ASP and Access
- Researched and managed company-wide migrations to Google Apps and a new ticketing system
- Conducted server maintenance and provided in-house tech support

Project Manager

Arabian Nights • Kissimmee, Florida

March 2009 - May 2009

Managed a game development team after the initial launch of a children's Flash-based video game:

- Assisted in scheduling and organization, facilitated communication, and conducted meetings
- Researched business models, analyzed competitors, and provided basic fiscal analysis
- Produced game design and other documentation
- Monitored system health and executed basic sysadmin functions
- Directed and contributed to the development of an additional game prototype
- Continued the role of a technical artist on the game development team

Technical Artist

Arabian Nights ▪ Kissimmee, Florida
October 2008 - March 2009

Maintained, troubleshooted, and extended technical components of a 3D to 2D pipeline using Maya, Python, and Flash, in the process of developing a children's Flash-based video game. Also served the following functions:

- Designed and developed a database driven e-commerce website
- Tracked and fixed bugs in AS2
- Produced documentation and automated repetitive processes
- Conducted an email marketing campaign and communicated with users
- Facilitated communication between artists and programmers

All-around Digital Guy

Media Convergence Laboratory at the Institute for Simulation and Training ▪ Orlando, Florida
May 2003 – May 2005

Worked on various “mixed reality” research projects produced for international conferences. Produced graphic design, web design, 3D computer graphics, scenario scripts, and grant applications. Developed learning materials, created technical documentation, and assisted coworkers and college students with in-house scripting language and technical production issues.

Web Designer

University of Central Florida ▪ Orlando, Florida
January 2003 – March 2003

Designed a website for the Central Florida Heritage Initiative.

3D Artist

Chris Murray Enterprises ▪ Orlando, Florida
June 1999 – July 1999

Produced short 3D computer animations with 3D Studio Max. Completed a 30-second broadcast animation for Nickelodeon's *Figure It Out: Wild Style* television show. Still image from the animation used in a Compaq print advertisement in *Computer Graphics World*.

3D Artist / Product Tester

Real 3D, Inc. ▪ Orlando, Florida

June 1998 – July 1998

Tested new 3D scanning technology, produced a computer animation entitled *Plush Love* with scanned models and 3D Studio Max to market the new technology.

Assistant Software Developer

A.S.E., Inc. ▪ Skaneateles, New York

1996-1997

Provided technical writing services and innovative 3D GUI design.

EDUCATION

Bachelor of Fine Arts, University of Central Florida, 2004 (*summa cum laude*)

Major: Art – Computer Animation. Minor: Computer Science

My favorite...

- **IDE:** XCode
- **Web Development Platform:** MAMP on OS X
- **Text Editor:** TextMate
- **Image Editor:** Photoshop
- **Project Management Tool:** Redmine
- **Web Scripting Language:** PHP
- **PHP Framework:** Symfony
- **Web Host:** ServerGrove
- **Place to Find Help:** Stack Overflow, Safari Books Online
- **Meal to Make for My Wife:** Curry chicken
- **Way to Travel:** CouchSurfing!