

**Donovan Hubbard – Multi-Media Designer/Developer**  
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**Software Packages/Skills:**

- Programming Languages: HTML, CSS, JavaScript, ActionScript, Paper Vision, Flex, XML, PHP, MySQL, JAVA, C++, Batch, Bash, MySQL,
- Knowledge of Windows Server 2003 and 2008, IIS 6 and 7, Apache, and FTP systems
- Graphic Software: Illustrator, Photoshop, InDesign, Flash, Adobe Bridge, Adobe Premier, Blender 3D, GIMP, Captivate, Articulate
- Video, Audio, and Image editing, manipulation, and optimization
- Illustration, portraiture, digital art, photography, videography

**Education:**

- BFA in Graphic Design with a minor in Business Administration at West Liberty State College - 2007

**Work History:**

**Cyber Monkey Development**

**February 2011 – Present**

**Owner/Lead Developer**

- Development and research of effective marketing tactics and emerging trends in the web services industry, such as SEO, Papervision, Unity 3D, and HTML5.
- Meeting with clients and help plan out the project structures and end products.
- Creation of custom e-commerce content management systems and web modules, using; PHP, MySQL, Inuit, and QuickBooks
- Creating several JavaScript and PHP classes for rapid deployment of future web sites and applications.

**Advantage Technical Resources (contracted to Wells Fargo)**

**December 2011 – August 2012**

**Sr. Developer/Designer**

- Providing an advisory roll for an array of technical and design questions. Interfacing with technical teams to establish access to resources on the Wells Fargo network. Interfacing with project managers to turn concepts into working products.
- Development of 3D maps, avatars, and UI graphics for use in an interactive simulation.
- Setting up development and production servers using; Windows Server 2008, Apache 2 or IIS 6, and SMTP.
- Constructing rendering farms for production of large scale 3D graphics and animation.
- Development of a learning simulation using PHP, ActionScript 3, JavaScript, HTML, CSS, and occasionally editing and recompiling open source software using JAVA.

**Windwalker Corp.**

**February 2009 – February 2011**

**Programmer, Team Lead**

- Developed simulation and game engines using Actionscript 3, and several other programming languages to store and relay information on servers and desktop.
- I constructed XML based content structures that allowed Instructional Designers to control content and other various features of games.
- Primary languages used were; AJAX, Batch, PHP, and JAVA.
- Meeting with government agencies for pitch meetings. Drafting technical documents for contracts and diagrams for other developers.
- I also wrote AS3 class packages to streamline media preloading and presentation. Planned module structures and data flows for web based and local applications. I still do some consultant work for Windwalker when needed.

**Vigilant Services****February 2008 – January 2009****Designer / Developer**

- At Vigilant my primary duties are to animate informational screens, sink them to audio, and add basic functionality.
- I would also create graphic images and icons using Photoshop and Illustrator.
- Occasionally I would assist the development staff with web scripting using Actionscript, PHP, XML, HTML, and CSS.

**Stelor Productions LLC****April 2007 – February 2008****Web Game Developer**

- I was in charge of making entertaining and educational games for children ages 4-12. I would research current teaching standards and concept a game that is fun and works towards meeting primary educational standard.
- I also assisted the technologies department with creating Actionscript3 and DHTML scripts.
- I assisted in creating the online world at [www.gootropolis.com](http://www.gootropolis.com), and have made most of the games found on the site.

**Wheeling Symphony****May 2006 - January 2008****Web Developer and Consultant**

- Contracted to program the Symphony City educational game. I constructed a series of educational games using ActionScript 2. I was the sole developer on this project.
- In these games the user navigates around “Symphony City” going to different area’s and in each area there is a game focused on different aspects of music.
- Archive link: <http://donovanh.com/web/SymphonyProject/>

**The Center for Educational Technologies****From: May 2006 – May 2007****Web Designer / Developer**

- Contracted to design and program two web pages, as well as debug the e-Mission on-line games. The first site was for the Challenger Learning Center and it involved use of DHTML, and handling of a massive site with several images.
- The second site was for e-Missions on-line simulations. This was a Flash based site designed to help market the e-Missions simulations.

**Recognitions**

- WV Flash Animation Festival – Directors Choice for Interactive Game – 2006
- WV Flash Animation Festival – Runner up for Educational Game – 2007

**Interests:**

- 3D web development and user interfaces utilizing the Papervision engine for Actionscript
- User interface and application design.
- E-learning games and educational simulations.
- Meshing different programming languages together, using each for their different strengths to develop versatile web and desktop applications.
- Illustration, photography and image manipulation.