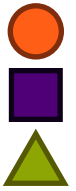


Ted Kusio

creative
TECHNOLOGY &
UX DIRECTOR



TED@KUSIO.NET * 646.784.3644 * MINNEAPOLIS, MN

CREATIVITY

- ▶ UI/UX design and art direction skills (including full Adobe suite)
- ▶ Website/app UI/UX design, (desktop, tablet, mobile, other)
- ▶ Creative, code-driven animation
- ▶ Video editing, animation (Adobe AfterEffects, Premier)
- ▶ Audio Editing and Music Composition

TECHNOLOGY

- ▶ Strong responsive front-end web development experience: HTML5, CSS3, JavaScript, jQuery
- ▶ Experience with: SASS; PHP; agile process; Git; Wordpress
- ▶ Experience with: Web Content Accessibility Guidelines (WCAG)
- ▶ Familiarity with: JS application development, especially Vue, Meteor and Node

LEADERSHIP

- ▶ Build, recruit, lead and retain high-performing, diverse teams
- ▶ Apply "big picture" goals to all aspects of a project
- ▶ Encourage training and exploration of new technology
- ▶ Employ lean, efficient processes
- ▶ Communicate often and clearly with team and upper management

experience

Creative Director @ JohnRyan Performance, Inc, Minneapolis, MN (3/16-12/17)

Directed talented team of designers and animators to create digital signage spots for the company's agency division

- Developed the company's first dynamic, animated HTML5 spots
- Led the development team to find efficient ways to animate with HTML5: coded sample spots; researched animation frameworks; developed standards; built templates; wrote documentation; tested a lot
- Generated creative concepts for spots and wrote copy
- Managed and focused team to create engaging, effective, pixel-perfect animations
- Presented work to clients

Senior Front-end Developer @ Connexions Loyalty, Eden Prairie, MN; Contract (3/15-3/16)

Worked within a .NET team to build the front-end of the Chase Ultimate Rewards travel site

- Styled and programmed site UI/UX in an agile environment
- Coded the site to be accessible / WCAG compliant
- Defined and maintained front-end standards for current and future versions of product
- Collaborated with client's designers to improve site UI/UX and ensure site-wide consistency
- Built working demos to explore new features and functionality, and presented to client

Manager of Software Development @ Infor / Hook & Loop, New York NY (6/13-3/15)

Managed in-house, off-site and third-party resources; directed team on a various projects, from concept through release

- Recruited, interviewed and hired diverse and talented front- and back-end web and software developers and QA staff
- Collaborated with other department
- Led teams to explore and develop effective, reliable and innovative functional and UI/UX software solutions
- Supported developers in agile and waterfall work environments
- Taught, spoke and represented the company at public events

Front-end Developer & Digital Art Director, New York NY; Freelance & Contract (10/12-5/13)

Clients: *The Discovery Channel, G2, sparks & honey*

- Design, UI/UX, and code for web sites, web content, online ads, and e-mails
- Created concepts and effective designs for presentations



Adjunct Professor @ New York City College of Technology/City University of New York, Brooklyn, NY; Part-time (Fall 2011, Spring 2012, Fall 2012)

Taught basic programming skills and interactive animation

Senior Interaction Designer @ Crisp Media, New York NY (12/11–10/12)

Designed and developed effective and interactive mobile content

- Built interactive ads for iOS and Android devices with HTML5, CSS3, Javascript, and third-party software
- Created mockups for new business pitches, including creative concepts, layout, UI/UX and functionality

Senior Front-end Web Designer/Developer @ The New York Times, New York NY; Contract (1/11–12/11)

Creative concepts, UI/UX, design and development for digital marketing material, including:

- Paywall launch and support; banner ads; e-mails
- Sole web developer on 2011 versions of many New York Times microsites and landing pages

Front-end Developer & Digital Art Director, New York NY; Freelance & Contract (6/10–1/11)

Clients: Interbrand, Macy's, Intermix

Designed and coded web material; created motion graphics and presentations

Manager of Interactive Services @ DDB, New York, NY (6/08–6/10)

Directed interactive projects, built and led team, and managed personnel for in-house studio, including:

- Front- and back-end technical and creative direction, guidance and hands-on development
- Launched QC department and implemented development standards

Interactive Art Director/Developer, New York NY; Freelance & Contract (4/08–6/08 & 12/06–3/07)

Clients: Droga5 (Nike), Tequila/TBWA/Chiat Day (Sprint, Bayer, Disney, CBS), Estée Lauder

Created website simulation for new business pitch; composed music and created motion graphics for presentations

Multimedia Director @ The Halo Group, New York, NY (3/07 –4/08)

- Designed and developed websites, microsites, banner ads, client presentations, company blog
- Trained company leaders and staff on emerging technologies and practical usage

Integrated Marketing Multimedia Director @ Vogue, New York, NY; Contract (9/06–12/06)

Designed, created and supported digital material for sales team, including presentations

- Created sales presentation that led to record number of ad sales
- Developed first fully interactive presentation for company

Creative Director @ Paragon Advertising, Buffalo, NY (4/03–8/06)

- Wrote, directed and edited TV spots; created cross-platform ad campaigns
- Launched and ran in-house video and web teams

education

- Continuing Education: School of Visual Arts; Parsons; General Assembly; Buffalo State College; and more
- State University of New York at Buffalo, Buffalo, NY: B.A. in Music Composition/Media Studies
- Syracuse University, Syracuse, NY: B.S. in Mechanical/Aerospace Engineering

volunteer experience (mn)

- AIGA MN Diversity & Inclusion Committee
- Board Member of The Redeeming Time Project
- Web Developer at 48in48 hackathon
- "Buddy" with Art Buddies