



# Emma Welles

## Interactive Designer

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### SKILLS

Web graphic design with Adobe Photoshop CS3  
Flash design & motion graphics with Adobe Flash CS3  
Flash development using Actionscript 2

### WORK HISTORY

**Syfy Network**, *Contract Flash Designer*, New York, NY March 2009 – present  
Designed and developed online ad campaigns for on-air premieres including “Caprica,” “Stargate Universe,” and “Alice.” Included IAB standard & custom banners, rich media with video, and site takeover skins.

**Massachusetts General Hospital**, *Contract Flash Developer*, Boston, MA November 2007 – present  
Developed several Flash components, varying in complexity from an XML-driven video player & slideshow to the animated spotlight graphic on the home page.

**Independent Film Channel**, *Contract Interactive Designer*, New York, NY February 2007 – present  
Designed several branded pages on the IFC.com site, including campaigns for Absolut, RedBull, and Scion, as well as destination pages for on-air shows and web series like “Trapped in the Closet,” “Dinner with the Band” and “Arrested Development.” Also designed and developed Flash & static banner advertisements on occasion.

**Arnold Worldwide**, *Contract Interactive Designer*, Boston, MA March 2007 – July 2007  
Worked with the Truth team on whudafxup.com, social networking profiles, and on the 2007 Truth Tour site; assisted with design, production, and flash animation.

**Brightcove**, *Contract Interactive Designer*, Cambridge, MA June 2006 - January 2007  
Assisted the design and marketing teams on many internal projects, including UI design and interaction prototyping, the brightcove.com redesign, presentation design, and logo animation. Created branded players for sales demos and clients such as Rainbow Media (IFC, AMC, WE, etc).

**The Barbarian Group**, *Intern*, Boston, MA January 2006 - May 2006  
Worked closely with producers and programmers on several large-budget projects (RedBull, Virgin Mobile, etc); used Photoshop, Illustrator, and Flash to design backgrounds and elements for interactive games.

### EDUCATION

**The University of Florida**, *College of Engineering*, Gainesville, FL Graduated May 2005  
Bachelor of Science, Digital Arts and Sciences Magna Cum Laude (3.77 GPA)

Minors in Business Administration & Sales Engineering  
Elected Spring 2005 Engineering Commencement Student Speaker  
Tau Beta Pi Engineering Honor Society Member  
2005 Rock Paper Scissors Club Champion  
2005 \$1000 Engineering College Award Recipient  
2003 Snelling Engineering Scholarship Recipient  
2003 Andersen Scholar of Distinction  
Golden Key National Honor Society  
Bright Futures Scholarship Recipient  
University of Florida Honors Program