

BRIAN G. VARGISH

13170 Ashnut Lane, Herndon, VA 20171 • 571.643.0636 • brian@brianvargish.com • www.brianvargish.com

SUMMARY

Results-oriented web designer and developer with over 20 years experience in the Internet industry. Self-motivated professional skilled in all aspects of web design including UI and visual design, coding, and game development. Proven ability to deliver media-rich web experiences that increase site traffic and build customer loyalty. Team-oriented yet able to work independently, with the agility and diverse artistic and technical skill set necessary to thrive in an ever changing market.

PROFESSIONAL EXPERIENCE

Freelance Web / Interactive Developer 2005-present
Developed interactive content and games for Discovery, National Geographic, PBS, Disney, AOL, Special Olympics, Krazy Glue, Big Lots, Razor and other corporations and non-profit organizations. Developed touch screen applications for museums.

- Worked directly with clients and through agencies to create viral games and engaging interactive and social media including National Geographic Kids' "Dung Beetle Derby" and the 2010 Gold ADDY® Award winning "Creaturefy Yourself."

K12, Herndon, VA 2008-present
Contract Web Designer / Developer
Designed and developed educational media and games for grades K through 12.

- Enriched K12's virtual school program by creating lessons, virtual manipulatives and games.
- Facilitated the rapid production of new lessons by creating media authoring templates.
- Provided lesson narration and character voices.

AOL, Dulles, VA 2001-2007
Web Technologist – Corporate Communications (2005-2007)
Built, enhanced and maintained AOL's corporate web properties and employee-focused intranet sites.

- Increased site traffic by creating engaging Flash experiences, including a "Gold Rush" contest site.

Senior Designer – Member Education / Retention Marketing (2005)
Created online games and demos that educated subscribers about their membership benefits.

- Educated subscribers in an entertaining and engaging manner that brought record traffic to the Discover AOL channel.
- Ensured the usability and impact of products designed to highlight service features to new members by creating interactive Flash prototypes used in presentations and focus group testing.

Senior Designer – Programming (Life Management Channels) / Studio AOL (2004-2005)
Created dynamic web pages and feature screens for AOL's Research & Learn, Parenting and Personal Finance channels. Built Flash prototypes to demonstrate the conceptual integration of a social networking component into AIM (AOL Instant Messenger).

- Successfully launched the redesigned Research & Learn channel available for the first time to non-AOL members, making it the top rated educational site on the web.
- Rapidly designed the highly visible live-coverage Ansari X Prize page that brought record traffic.
- Enhanced content across all AOL channels by creating interactive Flash media.

Designer – Programming (All Channels / Editorial Design) (2002-2004)

Created a high volume of visually rich feature screens and promotional graphics for all AOL channels. Built Flash prototypes to demonstrate enhanced AOL Welcome Screen experiences.

- Created over 200 widely varied channel screens, many of which were high priority, heavily promoted projects, and nearly 900 promotional graphics under tight deadlines.
- Designed quick-turnaround daily news features, which received over 70 million page views and 20 million poll votes in a six-month period.

Senior Interactive Media Developer – Digital City (AOL Subsidiary) (2001)

Production team lead responsible for the design and implementation of the AOL's Yellow Pages and City Guide products, including the User Reviews and Search components within them.

- Launched vastly improved, user-friendly products with increased value to consumers as well as business partners due to gained market share.

PSINET, Ashburn, VA

1995-2001

Senior Web Developer – Sports Marketing (1999-2001)

Worked on the design team responsible for the creation and maintenance of the Baltimore Ravens' web site. Primary responsibilities included site design, interactive content and games, video integration, and custom web browser design.

- Launched the Baltimore Ravens' first team-authorized, multimedia rich web site and its companion site, Ravenszone.net, which increased sales by providing exclusive enhanced media to subscribers.
- Created web administration tools using PERL to allow the Ravens to make up-to-the-minute changes.

Web Developer – WebStart Program (1996-1999)

Conceptualized, designed, coded, e-commerce enabled, promoted and maintained over 40 unique web sites for small to medium sized businesses.

- Provided companies with effective web sites that extended their reach and increased sales.

Event Marketing Coordinator – Trade Shows & Customer Tutorials (1995-1996)

Planned, marketed, attended and supervised trade shows, customer tutorials and special events.

TECHNICAL SUMMARY

Programming Languages	ActionScript, HTML5, CSS3, XML, JavaScript, JSON, PHP, MySQL, PERL
Libraries and Frameworks	jQuery, jQuery UI, CreateJS, Phaser, Box2D, Bootstrap
Software and CMS	Flash, Photoshop, Illustrator, Dreamweaver, Fireworks, Premiere, Encore, Audition, Sound Forge, Brackets, Visual Studio, MS Office, WordPress
Operating Systems	Windows 95-10, Macintosh OS 7-X

EDUCATION & TRAINING

BA in Communications, Villanova University, Villanova, PA

Training: Flash, XML, PERL and Cold Fusion classes; Adobe seminars and conferences

Internships: Production Assistant at WCAU-TV and Adelphia Cable