

SCOTT NIEJADLIK

CREATIVE RESEARCH & DEVELOPMENT

Portfolio available on request

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585.899.9136

OBJECTIVES:

To rapidly design, prototype, debug, and deploy solutions to digital, and physical products and ideas. To be involved from concept through deployment. To continually research new languages, techniques, sensors, and devices to create intuitive and responsive user centered interactions that seamlessly connect the digital and physical worlds.

EXPERIENCE:

BEAM Interactive: Creative Technologist- 2013 - Present

Research and development of new and emerging interactive technology for client presentations and customer focus. Currently heavily focused on Augmented & Virtual Reality as it pertains to customer engagement as well as within our client's office spaces. I am also primarily responsible for maintaining the MINI Configurator rules logic as well as motion design for various client projects. Clients include MINI || Fidelity || Nara Logics || Converse || AMG || MFS ||ASA

BEAM Interactive: Senior Flash Developer- 2006 - 2013

Lead Flash development and maintenance for MINIUSA.com || Lead Flash development on MINI Configurator || Other development has included work for || Comcast || Athenahealth || PUMA || IAMS

Previous development work for other clients including Converse || LL Bean || DWS Scudder || Westin Hotels || Bed Bath & Beyond || Halls || Internal Projects

Freelance: Motion Designer and Interactive Specialist- Free time

Work with clients or a producer to animate and bring to life a visual design in the most compelling and engaging way possible. Clients have been CTP || Red Hat Linux || SmashFly || Gilday Monster Productions || Ocean Alliance Initiative

Project HABITAT: Jul. 2011-Sept. 2012 || Volunteer Relief Management & Fund Raising Organizer

Started a small organization to help promote the Harding Fund; helped raise \$18,000+ in cash for Tornado Victims of the 2011 Tornado in Brimfield MA. Helped town organizers manage clean up and recovery teams using Facebook & Google Docs to help rapidly share information and resources throughout central Hampden County

RIT School of Design: Dec. 2003 - May 2005 || Instructor & Graduate Assistant

Taught multiple Interactive and Imaging Classes to undergraduate New Media and Graphic Design students.

Kodak: Jun. 2004 - Aug. 2004 || Technical Knowledge Management Department Intern

Helped create interactive training tutorials and marketing promos for Kodak Cameras, Printers, and Scanners.

SKILLS: (in no particular order)

Programming: Actionscript 3.0/2.0 || Javascript || Angular || OOP Principles || HTML & CSS || C# || Unity || JQuery || WebGL || Java || Android SDK || OpenNUI/ Kinect SDK || C++ || Python **Visual Design:** GUI || Animation || Interactive and Motion Based Graphics || Digital Installations || IA & UX || Image Manipulation || 3D Modeling || Video Editing **Hardware:** Arduino || Raspberry PI || MicroController || Electronic Circuitry & Soldering **Social:** Friendly || Inquisitive || Adaptive || Agile || Outgoing || Determined || Creative Thinker || Expressive || Analytical

EDUCATION:

ROCHESTER INSTITUTE OF TECHNOLOGY:1999 - 2005

Master of Fine Arts, Computer Graphic Design: 2003-2005: ABT || GPA 3.6

Bachelor of Fine Arts, New Media Design and Imaging:1999 - 2003: with honors || GPA 3.5

Liberal Arts Concentration: Psychology|| Dean's list 1999 - 2003

RIT Varsity Rowing: 1999 - 2003 || Volunteer Coach 2004