

Carl A. Schell

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PROFESSIONAL SUMMARY

Experienced Technology Director with a strong deadline, problem solving, and results driven focus. Accomplished Web Designer/Developer experienced in the full production cycle of web platform development, prototyping, programming, implementation, testing and design. Technology director with strong leadership and mentoring skill with a track record of consistently meeting and exceeding company goals, objectives and expectations.

PROFESSIONAL EXPERIENCE

2009 – Present – Heavy Hammer New Media Solutions / Qazzoo.com – Annapolis, MD

Chief Technology Officer responsible for oversight and implementation on all external and internal web development and design projects

- Member of Executive Team responsible for decisions relating to current and future technical and business opportunities.
- Supervised technical division programming, design and production needs for external and internal projects.
- Conceptualized, designed, pro-typed and implemented core technology for external and internal websites and databases. Included all aspects of web development from art and design to programming and database administration.
- Provided technical oversight, resource allocation, scheduling and mentoring for internal and external projects and teams.

2003 – 2009 - Blue Omega Entertainment – Annapolis, MD

Technical Art Director / Production Director on 3rd person PC/Console game

- Created pipelines, guidelines and documentation for external teams working on many aspects of the game development process including Art, World Building, Scripting, Cinematics, Audio and Programming.
- Worked closely with outsourced partners to facilitate communication between multiple external teams.
- Documented and facilitated the technical implementation entire gameplay systems and tools.
- Created and maintained the technical requirements and restrictions for the worlds and characters, animations, sound and cinematics.
- Created and maintained interactive tools for easy communication between the programming and art teams.

1999 – 2003 - Vicarious Visions, Inc. – Albany, NY

Senior/Lead 3d Artist involved with the management and mentoring of other artists as well as production. Assess customer needs and develop plans for meeting and surpassing their needs while communicating forward progress.

- Developed self motivated strategy which consistently helps to surpass expectations and meet all deadlines and milestones.
- Lead and coordinate small and large art teams; maintain schedules and technical requirements.
- Selected to train and coordinate other teams in US and Russia on new technology.
- Mentor other artists in order to maintain the quality expected for visual art and engine performance.
- Utilize R&D skills in order to create impressive and convincing prototypes.

1998 – 1999 - FuturePace Technologies – Phoenix, AZ

Responsible for modeling and creating 3D scenes for use on the World Wide Web. Worked with a team of four designers to create Photo-realistic 3D sites, developed in 3D Studio Max, Adobe Photoshop and HTML.

1990 – 1997 - Keats, Connelly & Assoc. Inc. – Phoenix, AZ

Information Services Manager responsible for network administration as well as workstation maintenance and employee software training. Created and maintained corporate web site. Configured client databases to manage sales contact data, direct mailings, and newsletter processing. Involved in various forms of graphic design for promotional materials and was cross-trained in aspects of MIS and administrative duties.

EDUCATION AND PROFESSIONAL TRAINING

- **Bachelor of Science in Engineering** from Arizona State University with an emphasis on Interactive computer graphics, Information Technology and Management Skills. 1997
- **Project Management Training Workshop** – Hudson Valley Community College. 2001
- **Facilitation Training Workshop** – Hudson Valley Community College. 2002

TECHNICAL EXPERIENCE

Front End Development:	XML, AJAX, CSS, DHTML, XSLT, HTML, Javascript, jQuery
Database Management:	MySQL, MySQL Workbench
Back End Development:	PHP, Perl, ASP.net, Visual Basic, C#
Server Maintenance:	Linux, Apache, Mysql, LAMP
CMS/Frameworks:	Wordpress CMS, Joomla CMS, Zend Framework
Software:	SVN, Git, 3d Studio Max, Adobe Photoshop, Adobe Illustrator, Character Studio, Alchemy Game Engine, Unreal Engine 3, Torque Game Builder (iTGB)