

Richard Denton

Contact

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Interests

Independently developed mobile applications for webOS and iPhone devices.

Held numerous executive roles in the Lambda chapter of the Delta Phi fraternity.

Earned the rank of first degree black belt in Tae Kwon Do.

Attained the rank of Eagle in the Boy Scouts of America.

Experience

Web Designer, JNJ Mobile; Boston, MA – April 2010 to Present

Tasked with the design and upkeep of multiple mobile and desktop versions of the social networking site MocoSpace. Mobile projects included pages created in XHTML-MP for basic Internet devices as well as touch-friendly pages for smart phones.

Freelance Designer; Los Angeles, CA – September 2009 to March 2010

Designed numerous small scale websites for local business and non-profit groups. Projects ranged from complete branding to redesigning existing sites.

Quality Assurance Tester, Activision; Santa Monica, CA – July 2008 to August 2009

Trained and operated as a single-SKU floor lead over a group of testers. Daily tasks also included standard testing practices utilizing the online bug tracking system DevTrack. Credited on "Guitar Hero Metallica" and "Guitar Hero 5" (360, PS2, PS3, Wii).

Game Programmer, Student Team Member; Troy, NY – January 2007 to May 2007

Modified the Nintendo Wii controller for use in the experimental rhythm game "Nix." Game was developed using the open source Panda 3D engine and placed third in the 2007 Vicarious Visions Student Challenge competition.

Application Developer, Mudbug Media; New Orleans, LA – June 2006 to August 2006

Coded and maintained various high-traffic internal and external web applications. These included shopping carts, calendars, and other tasks reliant on database access and back-end development.

Game Artist, Student Team Member; Troy, NY – August 2005 to December 2006

Developed the art pipeline used to import textures and models in to the Torque Game Engine during the creation of the multiplayer racing title "Pirates." Crafted numerous playable character and obstacle models used throughout the game.

Education

Rensselaer Polytechnic Institute; Troy, NY – August 2003 to May 2007

Bachelor of Science
Electronic Media, Arts, and Communication

Skills

Software

Advanced knowledge of Photoshop. Modest experience with 3D modeling and animation under Maya and video processing under Final Cut Pro. Fluent under Mac, Windows, and Unix environments.

Languages

Hand coded HTML & CSS that adheres to the latest W3C standards and complies with all major browsers. Moderate AJAX and PHP proficiency. Experienced with C++ and Visual Basic development.