

MARK STEPHEN SUTTON

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Portfolio Website: <http://www.psyberearth.com>

OVERVIEW:

- Senior interactive multimedia and user interface designer with long-term experience in using graphical, presentation, database, digital animation, non-linear digital video & audio editing, DVD production, and 3-D modeling software for high-level government, military, corporate, and non-profit clients. Founding editor of a monthly non-profit e-Newsletter with over 3,600 subscribers.
- Solid background in sourcing, preparing, visualizing, and transforming data from different computer platforms and formats into rapid prototypes and final products. Experienced webmaster with strong abilities in the areas of web site conceptualization, requirements analysis, design, and content creation.
- Highly innovative with track record for successfully completing multiple assignments under high pressure, and finding unique methods for utilizing technology to accomplish tasks. Proven ability to quickly master new applications on different platforms as needed. Excellent verbal, presentation, and written skills.

CAREER SYNOPSIS:

1993 to 2006: Consultant

- R&D for clients in 3-D visualization, web graphical and animated user interfaces (primarily Flash), morphing techniques, digital photography, historical photo research, interactive presentations, and DVD development to production (design, editing, print layouts, GUI, and vendor negotiations).
- Visualizations Coordinator for two NASA Earth satellite missions. Supported research, design, and development of mission-related media (graphics, animations, prototypes, presentations, websites, and posters). Worked closely with project and staff scientists, press, museums, teachers, public relations, hardware and software teams, and high-level government officials.
- Directed development of, designed, and/or co-designed media published in Time, Time "Greatest Images of the 20th Century," Scientific American, Newsweek, Science, the Washington Post, on major network news broadcasts, web sites, cdroms, and video tapes.
- Developed and implemented interactive presentations shown to and by the White House, Congress, and the Administrators of NOAA and NASA. Provided design concepts and media for the Goddard Spaceflight Center's "Earth Systems Sciences" exhibit at the Visitor's Center.
- Media Consultant to the Office of the U.S. Global Change Research Program, producing logos, graphics, websites, animations, layouts and prototype interactive presentations, for fifteen member Federal Agencies, Capitol Hill, and the White House.

1986 to 1993: CEO, Apeiron

- Co-founder of a technology partnership. Conceived, marketed, and co-developed multimedia research projects and media for clients (of note): Apple, EDS, ARCO, National Weather Service, National Science Foundation, Smithsonian Institution, Sony, Macromedia, World Resources Institute, Offices of the Secretary (Agriculture, Interior, and Commerce), and the Navy.
- Managed media asset database prototyping, design, and implementation for one of the largest advertising firms. Created functional GUI for the world's largest supplier of in-hotel movies, and automated production of 7500 statistical charts and graphs for layouts.
- Guided design and implementation efforts for an operational environmental briefing system for world's largest real-time meteorological and oceanographic database, producing one of the very first El Nino animations. Directed prototype design, construction, and testing of an intragovernmental meta-project management and tracking system, shown to members of Congress and the Government Accounting Office.

TECHNOLOGY SKILLS:

Long-term operational experience on Apple Macintoshes. Basic concepts and functional use of SGIs (Unix), super computers (Cybers), IBM VM/SP mainframes, and experimental computer systems. Former Apple Developer, proficient with most Apple (and related) hw/sw and operating systems since 1984. Operational Windows knowledge, and some familiarity with Linux concepts. Beta-tester for numerous efforts, including those for Apple, Macromedia, and Fortner Research. Significant expertise with the following software applications:

ANIMATION: Director, Flash, Premiere, iMovie, iDVD, Final Cut, and many similar appls./related utilities. DATABASE: FilemakerPro, early 4-D, Oracle, Helix, FileVision, and many applications on mainframes, super computers, and minicomputers as needed by clients or employers. DATA VISUALIZATION: Dicer, Transform, View, NIH, NCSA, MacSpin, DataDesk, SAS/JMP, DeltaGraph, Excel, IDL, HyperCard, SuperCard, and several discipline-specific applications. GRAPHICS: Photoshop, Canvas, Adobe Acrobat (PDF), Kai's Power Tools, Illustrator, deBabelizer, early CAD packages, numerous 3rd party filters and specialized "niche" graphical packages (too many to list). INTERNET: Dreamweaver, Fireworks, Javascript, BBedit, etc. Familiarity with Java, XML, CSS, Section 508 concepts. MORPHING/FILM EFFECTS: Morph, Elastic Reality (Avid), and many support utilities. PRESENTATION: PowerPoint, Director, MORE, Kai's Show, Keynote, and minor tools. Early Authorware. • PROJECT MANAGEMENT: MacProject, MS-Project, AEC, and many other products. PROTOTYPING: SuperCard, WingZ, HyperCard, Lingo (Director), Toolbook (Windows). TELECOM: Eudora Pro, various browsers, Fetch (FTP), other communications packages as needed. TEXT/LAYOUT: MS-Word, Pagemaker, ClarisWorks, early Quark, WordPerfect, WriteNow, and others. 3D MODELING & RENDERING: Bryce, Poser, Infini-D, StrataVision.

EDUCATION:

- Univ. of Texas (Dallas): graduate classes in International Economics, Organizational Behavior.
- Univ. of Florida (Gainesville): graduate classes in Microbiology, Psychophysiology. B.S. in Psychology (High Honors - 3.5 gpa). High Honors Seminar Program (taught 3 seminars).