

MARK STEPHEN SUTTON

msutton@psyberearth.com

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 4,700 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 2010: 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, cd-roms, 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 first El Nino animations from sea surface temperature data. 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:

- Log-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.

- Intermediate scripting, html, Dreamweaver (CSS), Photoshop, Flash, Adobe Premiere, usual Microsoft Office applications, many 3-D modeling and rendering applications, several different graphics and audio tools, some Final Cut Express, too many others to mention. I tend to let the task pick the applications I use. Too often, tasks using the "larger" more popular software packages can be done faster and more efficiently using smaller and lesser known tools (mammals versus dinosaurs).

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).