

Skills

Programming Languages: ActionScript 2 and 3, Flex, PHP 4 and 5, SQL, XML, C#, JavaScript

Software Programs: Maya, Flash, Photoshop, Illustrator, After Effects, SVN

Game Engines: Unity Game Engine, Unity for iPhone, Torque Game Engine, SmartfoxServer

API: Facebook and Twitter

Professional History

Owner, DonnieBugden.com, Freelance & Contract Development & Design, NY-CA, 2002-present

- Prior projects include Freelance and Contract Small Scale Flash Games, Interface Design, Flash Character Animation, ActionScript Programming, Database Development, PHP Programming, Corporate Identity Systems, and E-Learning Animation for Clients including: Playmatics, Mercedes Benz, BMW, Pep Boys, Toys 'R Us, QuadNet, NuWay Energy, Cole Gaming.

Game Server Programmer, Large Animal Games, New York, NY, 2009—2010

- Recently completed a contract for Large Animal Games and was responsible for all the game server programming for an original video game developed for the US Army/Ad Council called Boost High for the www.boostup.org website/campaign.
- Game server programming, Custom Drupal Class Modules, CRON, Batching system for content
- PHP 5, MySQL, AMFPHP, ActionScript 3, Drupal, LAMP

Adjunct Research Faculty, Parsons, The New School for Design, New York, NY, 2009—2010

MacArthur Foundation Wakatta! Grant Project, New York, NY, May 2009-September 2009

Technology Used: Unity iPhone Game Engine, PHP, MySQL, XML

- Lead Programmer on a MacArthur Foundation Grant funded iPhone web based game for mobile applications using GPS.
- Programmed game server and API for accessing muir web data from the Manahatta Project <http://themannahattaproject.org>. Mapped this data to block GPS coordinates and data about the ecosystem of 1609 on a block by block data set. The game features included user account and management, leader board, block leader, linking and unlock of species in the muir web, inventory system, based on connections, achievements, goals unlocked in different zones, shared map and goals for all players in Manhattan.
- Programming for Unity iPhone Game Engine (Submitting the coordinates to the game server, storing in a database, mapping to GPS zones).

Executive Game Designer, Kidsland.tv, San Diego, CA, 2008

- Responsible for the development of Kidsland.tv, an educational multilingual flash animation and game portal for the infant/toddler and preschool years. Kidsland helps teachers to facilitate holistic early childhood education, with a focus on language/literacy, mathematics, arts, physical, cognitive, and social/emotional skills.
- Management of a team of 1 programmer, 1 character artist and 1 art director and weekly communication with the Korean development team.
- SmartfoxServer, PHP/MySQL, ActionScript 3, LAMP, SEO, Illustrator, Flash

Adjunct Professor-Web Design, San Diego City College, San Diego, CA, 2006—2008

- Instruct Web Site Design, information architecture, and web development using Photoshop, Illustrator, Dreamweaver, Flash, HTML, CSS and ActionScript for each student to create an original website.
- Hold critiques, guest presentations, labs, and lectures.

Senior Technical Artist, Pocketwatch Games, San Diego, CA, 2006—2007

Video Game: Venture Arctic, Windows XP/MAC OS X, MumboJumbo, 2007. Member of the independent development studio for an original game titled "Venture Arctic" published by MumboJumbo.

- Responsible for creating all of the animations and custom rigs using Maya for 18 animals
- Sole animator responsible for a total of 122 animation sequences for the game

- Created all of the in game graphics including the game logo, HUD design and GUI design and found innovative solutions to solve complex usability challenges
- Served as the sole Level Designer of the 5 game levels, setting up animals in key locations to create strategic and fun game play experiences using the Torque Game Engine
- Maya, Torque Game Engine, PHP/MySQL, Rigging, Animation, Photoshop, Illustrator, eSellerate, SEO, LAMP

Senior Developer and Designer, Conneq, San Diego, CA, 2001

Conneq is a premier digital marketing firm whose clients include over fifty of the Fortune 500 and hundreds of other companies internationally.

- Worked as lead developer and designer on promotional movies, email promotions, web design, web development, ActionScript, banner ads, website production, and database development.
- Clients: Disney, Qualcomm, Kimberly Clark Microgrip, Hallmark Circuits, & Dental Referral Service

Senior Developer and Designer, Combio, San Diego, CA, 1999-2000

Combio Corp delivered strategic internet solutions for traditional brick and mortar enterprises via Combio's next generation content and delivery technology.

- As Senior Developer and Designer in the Web Production department, managed a team of two developers and one graphic designer.
- Built over 25 database driven portals, the company's website and consumer portal. Part of a five-member team responsible for the full development and maintenance of the Cisco PR Portal.
- Clients: Cisco, FedEx, M&T Bank, Webster Bank

Education

- Currently Enrolled — MFA, Design & Technology, Parsons School of Design, New York, NY
- BFA, Design & Technology, Parsons School of Design, New York, NY
Major GPA 3.8, Cumulative GPA 3.65 — Dean's List, Parsons School of Design
Parsons BFA Merit Scholarship & Natalie Pion Scholarship, Parsons School of Design

Awards and Reviews

- Positive reviews of my original game and physical interface "Associate Assistant of Departmental Operations" featured on mtv.com, wired.com, kotaku.com, vh1.com, rhizome.com and wemakemoneyart.com.
- Mentioned in Gamasutra Article, Road To The IGF, 2007: Venture Arctic's Andy Schatz states, "Donnie is an extremely versatile technical artist with a web development and games-as-art background ... Donnie adds an incredible amount of energy and talent to our team and I hope to see the company continue to grow with people of his caliber."
- Featured in review of exhibition of "Associate Assistant of Departmental Operations" at the Bergen Kunstall, Norway, in Le Monde, October, 2005.
- Mentioned in article titled "Retro Redux" in Game Informer, Issue 146, June 2005, p148.
- First Place, Ubisac 1.0 The First Ubiquitous Computing, Systems Aesthetics Championship, Long Island City, NY, 2004.

Museum Exhibition Record - Fine Art Shown at the following Museums

- Chelsea Art Museum, 10 Years Running, New York, NY 2007
- China Millennium Museum, Beijing International New Media Arts Exhibition and Symposium, Beijing, China, 2005
- Chelsea Art Museum, 10th Floor – Second Edition, New York, NY, 2005
- Landmark Bergen Kunsthall, Game Dump, Bergen, Norway, 2005

Gallery Exhibition Record- Fine Art Shown at the following Galleries

- Aronson Galleries, Thesis Show, New York, NY, 2004, 2005
- Flux Factory, Ubisac 1.0: The First Ubiquitous Computing, Systems Aesthetics Championship, Long Island City, NY, 2004
- Parsons School of Design Gallery, New York, NY, 2003, 2004

Links to Current/Past Project Sites

- <http://www.kidsland.tv/>
- <http://boosthigh.largeanimal.com/user>
- <http://wakatta.parsons.edu/mtg/mtg.html>
- <http://f-ktherecession.net/>