

Jeffrey Crouse

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<http://www.jeffcrouse.info>

GOAL To find challenging and engaging work as a freelance programmer, creating web-based tools and services for small to medium-sized companies.

EDUCATION **GEORGIA INSTITUTE OF TECHNOLOGY, INFORMATION DESIGN AND TECHNOLOGY**
MS in Information Design and Technology, May 2006 with GPA of 3.9
Thesis: "Real-time art: A study of art that uses live data streams" and
"Switchboard: A Java/Processing web services library for artists and designers"
Awarded "Most Outstanding Thesis" in the IDT program

NEW YORK UNIVERSITY, GALLATIN SCHOOL OF INDIVIDUALIZED STUDY
BA in Individualized Study, with foci on Computer Science and Fiction Writing,
May 2003 cum laude with GPA of 3.6

SKILLS Proficient with: PHP, MySQL, HTML, CSS, JavaScript (AJAX), Web Services (SOAP, REST)
Experienced with: Perl, Java, C++, C#/.NET, ActionScript

EXPERIENCE **SENIOR FELLOW, EYEBEAM ART AND TECHNOLOGY CENTER**
New York, NY | Nov 2006 to present

- Took part in fellowship and residency review processes
- Acted as mentor to incoming fellows and residents
- Created web applications of my own design including You3b, Dirt Party, and Earthify
- Programmed interfaces for installations and performances in Java and C++

GRADUATE RESEARCH ASSISTANT, GEORGIA TECH, LCC
Atlanta, GA | Sept 2004 to Apr 2006

- Planned, designed, and programmed extensive intranet for IDT students
- Created content management system and student database for idt.gatech.edu
- Planned and prototyped school-wide faculty database and CV tool with team of four

FREELANCE PROGRAMMER
New York and Atlanta | May, 2003 to Aug, 2006

- Worked with many studios, such as MammothNYC, MatchStic, and Formscience
- Created content management systems for clients such as Weinstein Films and Thinkfilm
- Created online promotional tools for clients such as Knob Creek
- Created an extensive music recommendation system called Hit! or Sh!t for MTV
- Built a shipping cart from scratch for Venus by Maria Tash, a jewelry retailer

INTERN, TELLTALE GAMES
San Rafael, CA | May to Aug, 2005

- Helped to create a commercial game using the Telltale game tool
- Worked with artists and technicians to improve the game tool
- Read and gave feedback on game plots and dialog

PROJECTS *Please visit www.jeffcrouse.info for a list of past and present projects.*

references available upon request.