



# EphraimGregor

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## Web Developer

### **Mammoth Advertising** July 2010 - Present

My job involves developing sites for a variety of media brands. Skills involved include rapid development time with quick turnaround to meet client demands, integrating within a tight knit team while still maintaining minimal supervision, and meeting deadlines under extreme pressure.

## Marketing Designer

### **iGavel.com** July 2009 - July 2010

My job included web design within a proprietary CMS platform, designing and distributing both digital and print marketing materials, and assisting with client relations.

## Art Lead and Programmer

### **Electronic Design and Multimedia Program** August 2008 - November 2009

I was in charge of the art assets in the game Checkpoint: TSA. My responsibilities included creating the art for the environment, user interface, and some character and prop art assets. I was also responsible for much of the game code, including the majority of the game logic and graphical engine integration, user interface code, and other areas.

## Design Consultant

### **Science Division to the City College of New York** April - June 2008

I was hired to help redesign the Forum of the Science Division at the City College of New York.

## Website and Book Designer

### **Writing About Art** January 2008

I designed and maintain the website WritingAboutArt.org as well as designed and implemented the layout for a book under the same name.

## Skills

### **Design**

Design Breakouts  
Flash Animation  
Video Editing  
UI Element Creation  
Comp Creation

### **Programming**

HTML5/CSS3  
Javascript/jQuery  
Actionscript 3  
Python/Django  
PHP

Wordpress  
Drupal  
Codeigniter  
MySQL  
Objective C/iOS

## The City College of New York

### **Bachelor of Fine Arts in Electronic Design and Multimedia** 2009

I graduated magna cum laude from the City College of New York in 2009 with a Bachelor of Fine Arts degree.

