

Brian Alexakis

626-483-1769
brian@pageBrian.com
www.pageBrian.com

Objective	Graphic Designer, Game Designer, Web Design and Developer
Experience	<p>Freelance Web Design and Developer www.pageBrian.com 2009-Current</p> <ul style="list-style-type: none">▪ Interactive Flash development and animations, web design, web development, web advertisements, game development and design, and rapid prototyping.▪ Fully custom Word Press deployments meeting a wide range of client demands. <p>Game Designer June - September 2010 Brandyl.com, Redwood City, CA</p> <ul style="list-style-type: none">▪ Prototyped a social media game for Facebook <p>Instructor 2009-2010 University of California Santa Cruz Digital Arts and New Media graduate department</p> <ul style="list-style-type: none">▪ Topics include HTML/PHP/CSS and Flash/Actionscript 3.0 for interactive media. <p>Founder, Game Designer, Programmer September 2008-2009 Just Create Studios, Santa Cruz, CA</p> <ul style="list-style-type: none">▪ Start up indie game development studio. Created and pitched a fully featured game design document and prototype title for the Sony PlayStation Portable. <p>Internship, Software Engineer Summer 2007 Cisco System Inc. San Jose, CA</p> <ul style="list-style-type: none">▪ Developed a rapid prototype of a GUI for the Cisco IP Phone in Flash/Actionscript.▪ Contributed to front end GUI using java and Cisco's internal web development kit for a VOIP system.
Education	<p>University Of California Santa Cruz 2005-2008</p> <ul style="list-style-type: none">▪ B.S. Computer Science and Game Design <p>Pasadena City College 2002-2005</p> <ul style="list-style-type: none">▪ AA, AS Computer Science Programming
Skills	<p>Object Oriented Programming, Actionscript 3, Flash, HTML, CSS, PHP. Creative thinking to solve complex and diverse design and technical challenges. Adobe CS5 -- Flash, Dreamweaver, Photoshop, Illustrator and InDesign</p>
References	References are available on request.