



JUSTIN BENOIT

Interactive Designer & Developer
Freelance / Contract Work

CONTACT

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Travel: up to 30 miles

OBJECTIVE



To help guide the creative concept, design, and execution of memorable online campaigns and compelling digital media; increasing brand connection and consumer engagement.

PERSONAL PROFILE

I specialize in interactive digital media creation, both design and development. My primary expertise is in online entertainment advertising with services including HTML5 banner design, development and production, rich media, graphic design, art direction, animation, web design and front-end development, website administration, Flash and ActionScript development, game design and development, logos and branding, UI, and sound design and editing. I have created an extensive list of projects that includes websites, apps, games, interactive presentations, banners, simulations, educational training programs, DVD-ROM content, screensavers, etc.

SKILLS

- SOFTWARE**
- Adobe Photoshop
 - Adobe Flash
 - Adobe Dreamweaver
 - Adobe Illustrator
 - Adobe Audition
 - Google Web Designer
 - FlashDevelop
 - Unity
 - Subversion
 - Git
 - Microsoft Word
 - Microsoft Excel

- PROGRAMMING**
- ActionScript
 - AIR
 - DoubleClick Studio
 - HTML5
 - JavaScript
 - JQuery
 - CSS3
 - GSAP
 - XML
 - UnityScript
 - MySQL
 - PHP

- LANGUAGE**
- English
 - Spanish
 - French

PAST CLIENTS



WORK EXPERIENCE

2004 - present

Designer & Developer

Freelance Design & Development

Los Angeles



I have recently done a lot of work in interactive digital advertising for entertainment including art direction, banner design and conception, animation, banner production, standard and rich media, site takeovers, as well as web design. I also take on freelance projects of various other formats including front-end web development, interactive brochure applications, Flash applications, technical simulations and games, logo design / branding, print / brochure design, etc.

2010 - 2013

Designer & Developer

HVACRedu

North Hollywood (working remotely)



Designed and developed technical simulations for this online air conditioning education company. Worked with subject matter experts to create training exercises, educational games, animations, and simulations for air conditioning technicians. Responsible for designing logos, icons, and other visual branding. Built a fully immersive 3D online Unity game for air conditioning students.

2009-2010

Flash Developer

Trailer Park Interactive

Hollywood



Released two AIR applications with this company - both interactive trailers. The first one for the movie Avatar quickly gained over half a million downloads and was highly acclaimed by online media. Continued to build movie and video game websites. Able to further abstract my code by writing different manager and tool classes for every aspect of Flash website development.

2008-2009

Flash Developer

Crew Creative Advertising

Los Angeles



Improved coding skills working closely with a group of programmers. Built the official theatrical websites for Harry Potter 6, The Watchmen, Terminator Salvation, Astro Boy, and the full development of our Crew Creative sales presentation.

2007-2008

Interactive Programmer

Icandy Interactive

Universal City



Programmed applications using primarily Flash and ActionScript. Implemented XML driven sites with external, dynamic data. Used scripted animations. Transitioned from Actionscript 2 to 3.

2005-2007

Senior Programmer

Technicolor Creative Services

Burbank



Programmed DVD-ROM applications, Flash games, screensavers, animated desktops, and entertainment websites. Compressed video for web. Won DVDA's 2006 "Web DVD and DVDROM Excellence Award" with "Adopt a Virtual Puppy" game for Lady and the Tramp for Disney.

EDUCATION



Bachelor of Arts in "Interdisciplinary Computing and the Arts", June 2003
UCSD - University of California San Diego