



Mark Eijsemans

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A multi-disciplined designer and developer specializing in the design and implementing of unique products and experiences that are formed through the synthesis of form and function.

Extensive background working in various environments from recognized creative agencies to fast paced production houses both as an in-house employee and an independent contractor. Experience ranging from small-scale campaigns to enterprise level e-commerce businesses, working in a variety of mediums such as web, interactive applications, online games, animation, and print.

Skills

Languages	major minor web	ActionScript 3, Python, PHP, SQL Java, c/c++, and dozens other languages used over the years. Javascript, HTML, CSS, DOM
Frameworks	web interface interactive prototyping	Django, Pylons, Zend, and many proprietary frameworks. Prototype + Scriptaculous, Mootools, YUI. Various AS2/3 libraries, Papervision 3d, Box2d. OpenFrameworks, Processing, Wiring.
Misc	design audio electronics	Proficiency with Adobe Creative suite applications. Solid understanding of audio engineering production concepts and tools. Basic working knowledge of electronics, micro-controllers, and hardware prototyping platforms such as Arduino.

Work

Freelance	2000 - present <i>Vancouver</i> <i>London</i> <i>Melbourne</i> <i>Barcelona</i> <i>Toronto</i>	Worked on a broad range of projects from marketing communications to content management systems, and digital download stores. Dealt with clients as both the primary consultant or via other agencies including Poke London, Zeros 2 Heroes, Cypress Consulting. Highlights: Independently was the primary lead for the branding, design, interaction and front end development of Trackitdown.net. The UK's largest digital dance music download store with a catalogue of over 700,000 tracks and handling millions of pounds of online transactions. Through Poke London produced several online interactive marketing campaigns and advertising for Orange UK during a 2 year span. Clients (directly or indirectly) include: Yahoo! Microsoft, 4KidsTV, Zopa, D&A sunglasses, Gatecrasher, ManyOne, New Scientist Magazine, Revelstoke Whisky, Second Cup, Sim4Travel, AXA, City of Melbourne.
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Ominor	2004 - 2005 <i>London, UK</i>	Senior Art Director, Interaction developer Ominor is focused on providing e-commerce infrastructure to it's clients, over time creating a robust in-house framework which has been refined and adapted for each project. Responsibilities ranged from branding and art direction to devising streamlined interaction which improved the user experience in each store.
The Here Group	2001 - 2003 <i>Melbourne, Australia</i>	Technical Director The Here Group was a company of Melbourne based IT and design talent that was directed by myself, and two other partners. The Here Group provided branding, web, interactive, and networking services.
Hyro Technologies	2001 - 2002 <i>Melbourne, Australia</i>	Senior Flash developer Flash website development primarily for Ford Australia as well as various other clients. Projects largely involved interactive components to facilitate showcasing Ford's extensive range of features for each of its automobile models.
Dashboard	2001 <i>Toronto, Canada</i>	Developer Involved in the early formation of Dashboard with 3 other partners. Dashboard is a company providing new media consultation to traditional media businesses, such as TV, radio, and advertising agencies. Dashboard is still going strong today.
OVEN Digital	2000 - 2001 <i>Toronto, Canada</i>	Rich media developer Participated in a wide range of roles and tasks while at OVEN. Projects included web, interactive, video, and print production for clients such as Shift Magazine, W Hotels, RentAnything, and Playdium in conjunction with Microsoft.
Blast Media	1998 - 2000 <i>Toronto, Canada</i>	Art director, Rich media developer
NRG-group	1997 - 1998 <i>Toronto, Canada</i>	Designer, Front end programmer

Awards

2007	Zopa UK Webby award winner for "Banking" (Poke London)
2000	BlastMedia website <i>Marketing Mag Canada winner interactive category (BlastMedia)</i>

Education

University of Toronto, Canada.
Computer Science and Cognitive Science.

George Brown, Toronto, Canada.
Macromedia Development Workshop.