

**Micah Horvat**  
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### Profile:

I am a creative, self-motivated designer with experience in all aspects of interactive media production from concept to delivery. My design and communication skills are complemented by my technical background, making me an adaptable collaborator and decision maker.

### Qualifications:

Passion for designing user-centered interactive experiences

4+ years Web development experience including XHTML, CSS, JavaScript, SOAP, MySQL, PHP, and AJAX

3+ years Java, Python, and C# programming

2+ years Flash and Flex programming

In-depth understanding of the software development process

Firm understanding of Object Oriented Design

Strong prototyping skills

Innovative thinker

### **Information Architect and Developer**, July 2008 – Present EarnedPenny.com

- Led design and analysis meetings and produced design documentation including task flows, use-case scenarios, and wire frames
- Designed and implemented MySQL database
- Developed site application logic in PHP using codeigniter MVC framework
- Developed XML parsing scripts and a custom CMS to support site content
- Created a custom search engine using Zend components
- Designed and developed front end XHTML and CSS
- Implemented degradable JavaScript to enhance user interface
- Produced site graphics in Adobe Fireworks CS3

### **Teaching Assistant** 2007 – 2008 Graduate Assistantship M.S. Digital Media Program, Georgia Institute of Technology

- Taught Java, PHP, and MySQL concepts for two graduate level core courses
- Independently produced teaching materials and assignments
- Maintained class website

### **Digital Design SME**, Fall 2007

Public Broadcasting Atlanta For LENS Public Square, an online debate and discussion platform for local issues in Atlanta

- Moderated a design group of student volunteers during a preliminary brainstorming session
- Provided consultation during a week-long session of design meetings between PBA and IBM

### **Sound Designer** 2007 Summer Internship

HiRez Studios For the upcoming MMORPG Global Agenda

- Created a library of original sound effects in adobe audition
- Implemented these effects in Unreal 3 engine using Matinée and Kismet
- Collaboratively designed and implemented an improved sound system
- Participated in and pencil and paper prototyping sessions, contributing to the overall game design

### **Web/Print Designer** 2006 – 2007 Graduate Assistantship

Department of Literature, Communications, and Culture, Georgia Institute of Technology

- Designed and Produced print materials for the 2007 Living Game Worlds Symposium
- Assisted with the design and development of the LGW website

### Education:

#### **M.S. Digital Media** May 2008

Georgia Institute of Technology, Atlanta, GA. 3.88 GPA

Relevant Coursework: Project Production | Principles of Interactive Design | Interactive Fiction | Advanced Issues in Interactive Narrative | Computation as an Expressive Medium | Visual Culture and Design | Design Technology and Representation

#### **B.A. Philosophy** August 2003

West Virginia University, Morgantown, WV.

Minor in Music (Composition) - 1 Year Study Abroad at Kansai Gaidai University in Hirakata, Japan.