

Ryan Nestor

new media developer

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Objective "To engage my skills and passion for technology in the planning and creation of immersive and engaging interactive media experiences."

Competencies **Analytical Thinking** and creative approaches to problem solving.

Detail-oriented development with a growing knowledge of object-oriented structure.

Conceptual Design with an emphasis on user experience as well as "big picture" goals.

Proficiencies	Actionscript 3	Flash CS5	PHP
	HTML5	CSS3	Javascript
	MS Office	Open Office	OmniGraffle Pro
	Illustrator CS5	Photoshop CS5	Pure Data
	Linux Systems	Bash	OSX
	Windows 7	Arduino	Processing
	Multitouch/TUIO	Lighting and show control software	

Experience **Monadnock Media, Inc.** *2009-Present*
Sunderland, MA.

A/V Systems Designer

- Designed and Specified** A/V hardware systems for national non-profit museums and visitor's centers.
- Collaborated** with clients, engineers, architects, and exhibit designers to create compelling media exhibits which accomplished interpretive goals.
- Oversaw technical systems partners** in build, burn in, and continued support phases of all projects.

Interactive Media Designer / Developer

- Consulted** in the design and development of all Interactive exhibits.
- Programmed** interactive media exhibits with an eye to accessibility, ease-of-use, as well as visitor enjoyment.
- Implemented** client and designer feedback into revisions.
- Provisioned and maintained** servers for data-driven kiosks and digital signage.
- Provisioned, maintained and supported** a large number of PC's for high-use and dependability.
- Oversaw** teams of contract developers.

Education ***Bachelor of Arts in Sound Recording and composition.***

Bennington College. Bennington, VT. *June 2004*