

Ryan N. Freebern

Contact Information:

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Education:

School	Graduation Date	Degree	GPA
Syracuse University	June 2002	B.S. Computer Science	3.3
Adirondack Community College	May 1999	A.A.S. Liberal Arts	3.53

Skills:

Internet: XHTML, DHTML, CSS, XML, CGI, ASP, ASP.NET, HTTP, FTP, web server setup and maintenance, web site security, web site accessibility, cross-browser/cross-platform design, bandwidth-conscious graphic design, web site promotion.

Platforms: Linux, UNIX, Microsoft Windows 95/98/NT4/2000/XP, Solaris.

Applications: Microsoft Office, OpenOffice, Adobe Photoshop, Macromedia Flash MX, Jasc Paint Shop Pro, The GIMP, HTML Help Workshop.

Databases: MySQL, Microsoft SQL Server, Microsoft Access.

Languages: Perl, PHP4, Java, C, C++, ActionScript, Visual Basic, VBScript, Javascript, ColdFusion, SQL, Linux bash script.

Work experience:

U.S. Army Game Project (March 2004 – July 2004)

I worked on a freelance contract writing a **scheduled message delivery service for use with an online client support service** as well as a **server log analysis and statistical data summary system** for analysis of traffic on the support service. The message service was written in C; the analysis and summary system was written in Perl.

U.S. Coast Guard Research & Development Center (September 2002 – Present)

I am currently subcontracted to the Coast Guard Research & Development Center in Groton, CT where I am working for the Crew Endurance team. My primary duty has been to **completely redesign and update a large training package built in Macromedia Flash MX**, including audio, video, interactive diagrams, extensive text, and a hierarchical navigation system. I have also **completely designed and implemented several small training applications** in Macromedia Flash MX, working independently as the sole designer and programmer on the projects, and **written full end-user documentation for several complex applications**.

Applied Science Associates (January 2002 – Present)

Before being subcontracted to the Coast Guard, I worked as a programmer, designer, and technical writer for ASA, an

environmental engineering consulting firm. My primary duties included **creating a real-time-data driven website** that presented users with water quality data using readings from sensors located in Narragansett Bay, **fixing and enhancing existing applications** written in Visual Basic, **building and maintaining software release packages**, **writing full end-user documentation** including tutorials for application releases, and **creating web applications** for the company website.

Epic Megagames (November 2001 – April 2002)

I worked on a short-term, contractual basis to **modify and enhance a third-party Linux web-based project collaboration tool** for a team working with computer-game publishing house Epic Megagames. My responsibilities included learning the internal structure of the collaboration tool's extensive code, **writing new and editing existing Perl code** to improve the functionality of the tool, and setting up, testing, debugging, and maintaining the changes I made to the tool. Several of the changes and enhancements I made have since been fully incorporated into the tool's core code base.

Syracuse University Student Affairs Department (January 2001 – May 2001)

I worked as a programmer and website developer, helping create websites for the Syracuse University Student Affairs Department. I did **website design, graphic design, Cold Fusion programming, database design, and server configuration** as well as working with a team of other students and contractors to put together a useful and powerful student-run activities website.

Competitive Computing, Inc. (May 2000 – August 2000)

I worked as a development intern in the applications/software engineering department of the company. I **researched emerging web technologies** (including remote scripting, XML and XSL, and more), worked with Microsoft's SQL Server 7.0 to **create, load, and maintain a database for a large corporate website**, wrote programs in Visual Basic 6 for internal company use, and set up and administered the company's only Linux workstation.

Crandall Public Library (May 1999 – August 1999)

In this full-time position as the library's Senior Information Technologist I **rebuilt the Library's website completely**, including all **graphic design**, as well as programmed a **fully-functional Microsoft Access database backend in ASP**, and **provided technical support** (including assembly and setup of new computers, setting up digital projectors and computers for presentations, software upgrades, and user training) and **Windows network administration** functions (such as user account administration, network troubleshooting, software and hardware installation, maintaining shared files and software).

Zero Gravity Entertainment (May 1997 – September 1997)

I worked as a **3-D FPS level designer** with this small-time game design studio under contract to Marvel Comics on the WizardWorks-published Quake modification **X-Men: The Ravages of Apocalypse**. I spent the summer creating, testing, tweaking, and polishing two levels for the game, one of which was included in the finished product and the second released afterwards as part of a free multiplayer expansion.

Website:

More information is available at my website. <http://www.corknut.org>. Another example of my programming and design work can be seen at <http://www.ginnifer.com>.