

Melissa Camero

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Experience

AgencyNet, Ft. Lauderdale, FL.

January 2007 – Present: Production Manager.

- Handle multiple schedules and track changes for multiple projects, ensuring all deliverables and deadlines are met on time.
- Allocate resources on a project and daily basis, ensuring that resources are neither over-tasked, nor under-tasked.
- Work on a daily basis with Account team to monitor the movement of projects through the various phases of discovery, design, development and deployment.
- Reach swiftly to problems as they occur; foresee and mitigate project risks before they happen.
- Coordinate closely with business development staff and client services to develop accurate, saleable estimates for proposals.
- Alongside department heads, manage and develop relationships with outside contractors for overflow work.

Barnes & Noble, SparkNotes.com, New York, NY.

June 2006 – December 2006: Interaction Designer.

- Develop conceptual ideas to expand SparkNotes brand, and translate those ideas into detailed user scenarios, wireframes, and prototypes to effectively communicate conceptualized ideas
- Ensure user experience is formulated to achieve the goals of the online entity
- Develop, write, and produce strategy for projects of all types and sizes
- Design and implement common user interface standards, system usability guidelines, design guidelines, HTML page design and management, and development methodologies
- Determine the look and feel of the site, including layout, graphics, and house ads; Implement web design parameters, style guides and visual standards

July 2005 – May 2006: Web Producer.

- Devise and build in Perl and PHP a mobile component for online study guides, which allows users to query data via mobile device (www.sparknotes.com/mobile/)
- Hand-code HTML, JavaScript, CSS, PHP and Perl for content-heavy website (www.sparknotes.com)
- Test usability of site and maintain cross-browser functionality
- Work closely with Director of Technology to improve Information Architecture

Workman Publishing, New York, NY.

September 2004 – July 2005: Database Administrator.

- Manage and update an extensive database for large publishing company (www.workman.com).
- Edit and update graphics for website.
- Act as liaison for supplier websites, such as Amazon.com, Barnes&Noble.com, etc.
- Hand-code and proofread HTML and CSS for Workman's Page-A-Day© Calendars (www.pageaday.com).

Google/Ubiquity Labs, dodgeball.com, New York, NY.

May 2004 – May 2005: Content Producer.

- Responsible for maintenance of cityguide contents over 10 cities for Google-owned mobile location-based service that facilitates contact amongst friends in urban areas

NYU Tisch Computer Information Technology Department, New York, NY.

June - August 2004: Freelance Graphic Designer, Content Manager.

- Create and modify graphics for NYU's Tisch School web site (tisch.nyu.edu)
- Edit and manage content for undergraduate and graduate departments

Creative Arts Team, New York, NY.

September 2003 – June 2004: Administrative Assistant, Graphic Designer.

- Design and produce layout of promotional materials for distribution among board members and current and prospective clients.
 - Devise and implement an electronic database for an existing library of books.
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Past Projects

Interactive Telecommunications Program. New York, NY.

September 2003 – May 2005.

- Devise and produce a spatial annotation of public space project using cameraphones (blockies.com).
 - Program assorted applications using Semacode technology (semacode.org).
 - Design and program a photo sharing application for cameraphones (bitchinMoblog).
 - Collaborated in the development of a visual database of personal spatial annotation with a map interface (Maptastic).
 - Develop photo sharing web site using a MySQL database and Perl.
 - Design and program prototype of a physical installation using PIC microchip.
 - Storyboard, draw, and animate using Flash MX, AfterEffects, and iStopMotion.
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Skills

Languages: Fluent in Spanish, Conversational Italian

Programming Languages: ActionScript, C, CSS, HTML, JavaScript, Lingo, MySQL, Perl, PHP, Pic Basic Pro, Smarty, UNIX, XML

Software: Photoshop, Image Ready, Illustrator, AfterEffects, QuarkXPress, Director, Dreamweaver, Flash, Fireworks, Final Cut Pro, Microsoft Office Suite, iStopMotion, Motion

Education

New York University, Interactive Telecommunications Program

Master's, May 2005.

Boston College

Bachelor of Arts, Communication and Art History. May 2003, Summa Cum Laude.

Honors: Phi Beta Kappa, National Honor Society (2003), Lambda Pi Eta: National Communications Honor Society (2003), Dean's List, First Honors (all semesters)

Publications

Thesis: Future publication of undergraduate thesis, *Alcohol and the Threshold of Violation: Alcohol Myopia and Expectancy Violations Theories*, in social psychology journal. Fall 2006.

Artwork: “Starry Night on the Rhone, Paper Sculpture” Art History Transformed, School Arts Magazine. May 1999.

For online resume and portfolio, please visit www.melissacamero.com.