

# Cory Barron

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## Objective

To secure a position within an entertainment company that will utilize my previous experience in UX and Technical Design.

## Skills

Scripting: Mel, Action Script, HTML, DHTML, JavaScript, Zope, familiar with SQL, Python, Perl, PHP.  
Graphics/Design: Maya, Flash, Photoshop, Axure, After Effects, Illustrator.

## Professional Experience

### Sony Computer Entertainment

Santa Monica, CA Sep 05 – Apr 14

#### Sr. Game Designer

- Developed the user interface for Sony Computer Entertainment Santa Monica's internally produced titles. Responsible for the setup, scripting and technical aspects of all UI development.
- Created Flowcharts, Wireframes and Supporting UI system documentation for the design department.
- Instrumental in developing the UI tools and workflow with engineering on all projects.
- Mentor interns within the UI/UX group on best practices, tools and development standards.
- Worked with artists and outsourcing department to create UI assets for implementation.
- Created art assets to support the art department when needed using Photoshop and Maya.
- Led a team of 2-6 developers (depending on development cycle).

#### Titles:

- o 2014 -- Sr. Game Designer / Lead UI, Unannounced Project
- o 2010-2013 -- Sr. Game Designer / Lead UI, God of War: Ascension
- o 2007-2010 -- Sr. Technical Artist / Lead Interface Technical Artist, God of War 3
- o 2005-2007 -- Artist II / Interface Technical Artist, God of War 2
- o 2000-2001 -- Flash / HUD, Kinetica

### EarthLink

Pasadena, CA Aug 03 – Sep 05

#### Online Producer

- Primary developer for all EarthLink.net internet marketing properties, including Web Development, planning and interfacing with a wide range of departments to develop applications across the EarthLink.net brand.
- Successfully launched two full site redesigns under time and technical constraints.
- Provided technical guidance to all EarthLink marketing clients during online development.
- Responsible for maintaining and enhancing the internal content management system for EarthLink.net. Developed new tools for producers to create content without technical expertise.

### Independent Consultant

Burbank, CA Dec 00 – Aug 03

#### UI / UX Web Developer

- Sony Computer Entertainment of America – Working with the engineering team, I helped develop the User Interface and Heads Up Display for Kinetica, a Playstation 2 title released by Sony Computer Entertainment of America. Responsible for creating game ready flash assets, actionscript and responding to tester reports.
- Trik: Media - Video Editing and Javascript application development for 13thstreet.com and a CD-ROM projects for the Chateau & Estates.

**Stan Lee Media**

Encino, CA May 00 – Dec 00

## Technology Integrator

- Created Database driven web applications for stanlee.net, backstreetproject.com, stanleemedia.com and The Hollywood Christmas Parade utilizing PHP, PERL, MySQL, MS-SQL and Flash scripting, including polls, user registration, mass emailing systems and complete site integration.
- Using PHP, MSSQL and Flash Generator, I developed the backend to dynamically generate, store, display and track flash comics submitted by users through the use of a custom in-house Director application.
- Responsible for decisions regarding server configuration and software implementation.

**Universal Studios Online**

Studio City, CA Jul 98 – May 00

## Software Engineer

- Programming Lead for Universal Classics, Universal Studios first dynamically driven web site utilizing ASP, MS-SQL and Flash.
- Ran divisional statistics reports utilizing Webtrends, Hitlist and NetTracker software.
- Responsible for Universal's web ad tracking and rotation system, using Netgravity; duties included reports generation, advertisement scheduling, troubleshooting and system maintenance.

**Paramount Digital Entertainment**

Hollywood, CA Apr 96 – Dec 97

## Production Coordinator

- Developed, created and maintained "Duckman Presents," a web site featured on The Microsoft Network. Responsibilities included creating applications in HTML and mBED, art creation, sound editing, employee task management and the coordination of artists, writers and voice talent.
- Worked with a team to maintain and develop original content for Entertainment Tonight Online, Star Trek Continuum and various other Paramount properties. Responsibilities included writing reviews and articles, image/sound editing and live chat events.