Bronson Wagner

objective

To secure a position in the continuously evolving world of new media that leverages my diverse skill sets across the many related disciplines.

work experience

Mosaic Learning (10/2013 - CURRENT)
Interactive Developer

- Design, development, production, animation, and coding of interactive learning modules primarily using Adobe Animate, CreateJS, jQuery and other javascript libraries as well as support for legacy projects in Adobe Flash (AS2 & AS3). Add SCORM-compliance to modules for integration into LMS.

- Design, development, production, animation, editing, and encoding of media as well as HTML, CSS, XML, Javascript, and PHP.

MGH (6/2007 - 11/2012)
Interactive Art Director/Producer/Editor

- Design, development, production, animation, and coding of interactive website elements primarily using Flash (AS2 & AS3).
- Design, development, production, animation, editing, and encoding of audio and video projects - including long-form web videos, TV & radio commercials, B-roll, promotional reels, and DVDs primarily using Adobe Creative Suite, and Apple Final Cut Studio.
- Digitization, conversion, and archival storage of audio and video source files from proprietary formats including RED, Panasonic P2, AVCHD, etc.
- Formatting and output of all TV spots for broadcast.
- Additional duties include overflow production work on web projects using HTML, CSS, XML, Javascript, PHP, and MYSQL.

Weber Shandwick Worldwide (9/2002 – 6/2007)
Art Director/Interactive Developer

- Design, development, production, animation, and coding of interactive website elements primarily using Adobe Flash.
- Design, wireframe, and create site architecture for websites ranging from micro- to large-scale corporate sites.
- Additional duties include overflow production work in the interactive realm using HTML, CSS, XML, Javascript, PHP, and MYSQL.

MLB Advanced Media (2/2001 – 2/2002)
Site Manager/Reporter – TheOrioles.com

Maintain daily updates to website using TeamSite CMS. Create content for website by writing feature articles, game previews and recaps, pre- and post-game interviews. Work in conjunction with creative group based in NY to develop interactive elements that were integrated into all 32 MLB team sites.

ACSsports.com (4/1998 – 1/2001)
Senior Web Designer/Information Architect

Worked with a team of developers to design front end (user experience/navigation/interactive elements) and back end (newsfeed/ticker integration) solutions for sports websites for varied clients primarily from MLB and the NFL.

related skills

Multi-Instrumentalist, Vocalist, Composer, Lyricist, Producer, and Performer of Popular and Instrumental Music

awards

My work, either individually or as part of a development team, has been recognized with Gold, Silver, and Best Of Show ADDYs, Webby Awards, and W3 Awards.

portfolio

Most of my work from Mosaic is for union clients and I am still negotiating the rights to get some sample pieces to show. You can view a representative sampling of my previous work and additional work experience details online at onegoodeye.net