

> PAUL WENZEL

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BACKGROUND

I am a new media designer and developer with a fine mix of agency and non-profit experience.

WORK EXPERIENCE

Co-Op Media, LLC (Owner) 2005-Current

Freelance design and development for web and new media contexts.

American Public Media (Web Developer) 2008-2009

Develop MPR content channels including social networks, podcasts, and streaming media. Train video content creators and support live shoots. Launch new americanpublicmedia.org, mobile framework, and media player. Support listeners of streaming audio, along with blogs, RSS feeds, and analytics.

Carmichael Lynch (Web Developer) 2006-2007

Focus on online ad campaigns. XHTML, CSS, Javascript, PHP, ASP.NET, and Google's API. Windows Server management. Technical oversight and creation of e-mail marketing campaigns. Deliver custom web analytics. Devise software versioning system and set up internal content management tools.

Yamamoto-Moss, Inc (Technical Designer) 2005-2006

Design and development using PHP/MySQL, Flash, Javascript, podcasts, streaming video. Maintain web analytics using Urchin and Google products. Maintain OSX and Linux servers for YM and its clients.

Minneapolis College of Art and Design (Adjunct Faculty) 2005-2007

Instructor of Interactive Media 1 and Radio MCAD Workshop. Provide creative and technical direction for streaming radio station. Instruction of Director, After Effects, Quartz Composer, and Max/MSP/Jitter.

CLIENTS AND BRANDS

3M (w OLSON, CO.)	Piano E-Competition
Subaru (w Carmichael Lynch)	Doomtree
Target (w Catalyst)	Vocal Essence
PriceWaterhouseCoopers (w Hello Viking)	Thinktopia, Inc.
Coen+Partners	Minneapolis College of Art & Design
Ordway Center for Performing Arts	Walker Art Center
TIES Education Technology Collaborative	

TECHNICAL KNOWLEDGE

Skilled in a wide variety of development tools pertaining to web and digital media including standards-based XHTML, CSS, Javascript, PHP, MySQL, ASP.NET, Flash, and common web frameworks. Very comfortable in Mac, Windows, and Linux environments. Solid understanding of HD video shooting, production, and online presentation. Experience with network equipment and security matters. I push for open-source technologies where appropriate, and have an aptitude for learning new technologies. Please Inquire for a specific list of toolsets.

EDUCATION

Minneapolis College of Art and Design
BFA / Interactive Media Design Major; Graduated 2004

INTERNSHIPS

Larsen Design and Interactive (Interactive Design) 2004
MCAD DesignWorks (Interactive Design) 2003-2005
B-Swing (Web Development and IA) 2003
West Group (Web Production) 2000-2001