



Bryan Bartow

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Profile

I am a technologist, developer, artist, early adopter, sports nut, proponent of humor and defender of usability.

Experience

DEVELOPER, CLARUS AGENCY; AUSTIN, TEXAS — 2007 - 2009

I have developed a wide array of client side applications and interactive experiences using Flash, Flex, ActionScript and Objective-C technologies. I've also served as lead UX designer on the majority of Clarus' client user interface designs.

MANAGING PARTNER, CLARUS AGENCY; AUSTIN, TEXAS — 2007 - 2009

I have jointly managed all of the day-to-day business operations of Clarus since its inception. Additionally, I have served as its acting CFO, managing all aspects of Clarus' finances.

ACCOUNT DIRECTOR, SOMNIO SOLUTIONS; AUSTIN, TEXAS — 2006 - 2007

I performed all of the roles and responsibilities I had as a Creative Director, as well as complete ownership of the company's AMD account. I grew the AMD account to the company's largest single account within its first year and improved average gross margins by over 50% within the first 6 months. I conceived and architected the first globally deployed rich media delivery platform to feature offline measurement and tracking. I was also jointly responsible for all of the company's Research & Development and Emerging Technologies initiatives.

CREATIVE DIRECTOR, SOMNIO SOLUTIONS; AUSTIN, TEXAS — 2004 - 2006

I was involved in every step of the creative process from discovery and scoping to production and launch. I scoped, quoted and negotiated all client engagements with accounts for which I had responsibility and managed all personnel such as artists, project managers, voice talent, writers, programmers and translators. I was responsible for all brand integrity for all of Somnio's clients, including: AMD, HP, Cisco, Freescale, IBM, Avaya, HP, Texas Instruments, 3M, Juniper and others. I created and implemented Standard Naming Convention and Design Best Practices documentation & methodologies and created Somnio's internal semantic and visual identities.

ARTIST, DVD POWER TOOLS; AUSTIN, TEXAS — 2002-2004

I designed for every step of the creative process, from conceptualization and storyboarding to production and post-production. I handled most of the client interaction and project management responsibilities of the projects to which I was assigned.

PERSONAL DEVELOPMENT

In addition to my creations as an employee of Somnio and Clarus, I have created several [applications](#) and [open-source projects](#); all of which can be seen on [my website](#).

Education

Leander High School, Leander, TX — Emphasis on Computer Science, 1999

Skills

I have a unique combination of proficiencies in both design and development tools. In terms of design, I have experience with motion graphics tools, such as After Effects , Motion and Flash as well as NLEs such as Final Cut Pro and Premiere Pro. I'm also equally skilled in design tools such as Photoshop, Illustrator and InDesign.

My development skills center around the ActionScript and Objective-C languages. In particular, I have extensive experience with ActionScript 3 and the Flex framework as well as Cocoa Touch (iPhone). I'm intimately familiar with Apple's Xcode development environment as well as Adobe's Flex Builder development environment and the open source Eclipse development environment.

I have intermediate skill and experience in HTML, CSS and JavaScript.

Referrals

Client and personal referrals available upon request.