

TRAVIS A. REPETTO



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Summary Highly motivated web designer with teamwork experience and excellent communication skills seeking an opportunity to express my creativity and enhance my professional expertise with a web development company that values imagination, attention to detail, and utilizing cutting edge technology.

- Skills**
- XHTML / CSS
 - Web Standards / Accessibility
 - Search Engine Optimization
 - User Interface Design
 - Photoshop
 - JavaScript, jQuery, and AJAX
 - Flash Animation and ActionScript 2
 - ASP.Net Front-End and Master Pages
 - Classic ASP and VBscript
 - Basic PHP and Wordpress
 - 3d Modeling and Texturing
 - Non-Linear Video Editing

- Tools**
- Dreamweaver, Coda, Visual Studio 2008, SVN, Photoshop, Flash, 3ds Max, Premier
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Experience **McMurry, Independent Web Designer**, Longwood, FL December 2009 – Current

- Building out design comps using XHTML/CSS into the McMurry custom in-house medical industry Content Management System.

McMurry, Web Designer, Longwood, FL (Originally Cyrus, acquired in 2009) June 2007 – September 2009

- Designed comps based on a hospital, clinic, physician, and/or the corporate parent company's wishes and sliced them using Photoshop. Built out the comps using XHTML/CSS for use in a custom in-house medical industry centered CMS.
- Created custom templates for the in-house CMS using ASP.Net master pages. JavaScript and jQuery were used for interactivity, photo slide shows, and special effects. Occasionally jQuery was used to bypass the limitations of the CMS and to inject text or HTML where it would not normally be possible with the CMS's normal features.
- For larger clients, produced a stand-alone solution for multiple micro sites using nested master pages, shared CSS and image files for the many common assets to allow for easy updating of images and styles across all sites. Each micro site also had its own separate CSS and image files for customization separate from the common styles.
- Flash animation and coding with ActionScript 2. Cross browser embedding with SWFobject.
- New features for the medical sites were continually added and needed XHTML and CSS coding. The front-end additions had corresponding admin site additions with forms that required further styling.
- Researched, built, and styled hospital modules for career opportunities, patient e-cards, and online job application submissions.
- Designed the admin site and occasionally redesigned it based on client suggestions. Re-skinned the admin site once the company was acquired to match the McMurry branding and intranet site.
- Created reusable Google Maps API code for use on location and contact pages. Collaborated with team members to create a zip code location lookup page.

- Next Horizon, Web Designer**, Sanford, FL October 2005 – June 2007
- Created and sliced design comps using Photoshop. Built out the comps using XHTML/CSS for programming driven and static html websites. Implemented basic SEO and search engine submission.
 - Designed websites around a third party Classic ASP shopping cart solution and skinned the shopping cart around the design.
 - Programmed in classic ASP for the purpose of database input/output, created custom admin sections, password protected pages, and customized a third party shopping cart.
 - Created a multiple database admin site using query string and AJAX to send and save data instead of form posts.
- Flawless Execution, Independent Web Designer**, Orlando, FL August 2006 – June 2007
- Debugged existing HTML and CSS to fix coding errors, improve SEO, and solve cross browser issues.
 - Flash animation and ActionScript 2 coding.
 - Batch processed product photos using Photoshop.
- Apecor, Independent Web Designer**, Orlando, FL July 2005 – December 2006
- Hand-coded table based HTML with CSS styling for an IEEE organization annual conference.
 - Website design and graphic design using Photoshop.
 - ASP includes and programming to create a dynamic, section based side navigation.
 - Flash Animation.
 - Converted logo into vector and created a 3D version using 3ds Max.
- CME Gamelabs, Intern 3D Modeler/Texture Artist**, Orlando, FL January – June 2005
- Architectural 3D modeling of the UCF Florida Interactive Entertainment Academy.
 - Architectural asset texturing for the UCF Florida Interactive Entertainment Academy.
 - Computer game asset texturing for an Unreal Tournament 2003 game mod.
- Wired Science, Intern Flash Programmer**, Orlando, FL October – December 2004
- Flash based kiosk UI design and character animation for learning stations in the Orlando Science Center.
- D.M.A.C., Intern Web Designer**, Orlando, FL January – April 2004
- HTML, graphic, and Flash content maintenance.
 - Created an ASP email newsletter system with a functional opt-out.
- NewSlant Technologies, Web Designer**, Clearwater, FL October 1999 – June 2000
- Hand-coded table based HTML with simple CSS styling.
 - Website design and graphic design using Photoshop.
 - Designed and coded custom ASP shopping carts.

Education	Bachelor of Arts in Digital Media: Internet and Interactive Systems <i>University of Central Florida, Orlando</i>	May 2005
	Associate of Arts <i>St. Petersburg College, St. Petersburg</i>	August 2002