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Mark Vanderbyl
d.b.a. Active interActive

Suite 2601,
198 Aquarius Mews,
Vancouver, B.C.
V6Z 2Y4

Wired: (604) 662-7872

Wireless: (604) 818-8675

e-mail: m_vanderbyl@novus-tele.net

OBJECTIVES

To produce leading edge multimedia. To continue to learn and to increase my expertise with the tools that are available so that the creative process of developing multimedia is unimpeded by unfamiliarity. To apply these concepts to increasing my abilities in the business of developing multimedia and achieve these goals on time and on budget. To work towards a management role. To have fun while doing it.

PROFILE

- 12 years experience in interactive multimedia development combining programming/scripting (Lingo, ActionScript, OpenScript, HyperTalk, SuperTalk), audio, music, graphics, animation, web development, and digital video.
- Completed a wide range of projects, including Enhanced CDs, CD-ROMs, Games, Kiosks, Corporate Presentations, Web Sites and Computer Based Training.
- Have established and maintained positive business relationships with a varied clientele.
- Versatile and adaptable.
- Able to work effectively in a team environment or alone.
- Excellent verbal and written communication skills.
- Strong creative abilities.
- Experienced with both Macintosh and Windows platforms.
- 9 years experience creating projects in Macromedia Director.
- Extensive music and digital audio experience.
- Detail oriented.
- Easy to work with.

EXPERIENCE HIGHLIGHTS:

WEB DELIVERY

2000/2001 **iZ Technologies** <http://www.recordingtheworld.com>

Contract: Web site development

Continuing business relationship:

- Converted Flash interface to standard HTML/JavaScript using Flash, Fireworks, and Dreamweaver
- Implemented web-based online forum
- Implemented search engine
- Currently working on QuickTime VR project

1997/98

Orca Pacific Studios

Contract: Created Web Site

Production, design and development of web site for Orca Pacific Studios.
(Business and web site both now offline, but site available for viewing)

C D - R O M

- 1998 **FirstWeb Communications**
Contracts: Produced the following pieces
- Electronic Documentation Creation (PDF)
 - World of Kronдор promotional CD-ROM for Sierra Studios (Macromedia Director)
 - Enhanced CD “Gabriel Knight Mysteries Limited Edition” (Macromedia Director)
 - Promotional CD-ROM for Sierra Studios game: “Half Life” (Macromedia Director)
- 1995 **Advanced Gravis Computer Technology Ltd.**
Contract: Created CD-ROM for Dealer Training on Gravis product line
Concepts, design, production, and audio for Gravis Dealer Training and end-user CD-ROMs
- Project created using Macromedia Director on the Mac and ported to Windows
- 1992-94 **jAmBone Comics, Inc.** <http://www.jambone.com>
Job Title: Integrator, Sound Designer, Composer, Programmer, etc.
Integration of graphics, animation in Macromedia Director, programming in Lingo, sound design, music, voice characterizations, etc. for CD-ROM title “At Bat”
- Project created from the ground up for CD ROM.
 - Used digidesign Sound Tools II system and SampleCell for audio recording and music.
 - The entire project was built remotely (i.e. a virtual corporation) graphics were sent directly between the graphic design machines and the authoring system via modem, before the Internet became the way to do things.

C O R P O R A T E P R E S E N T A T I O N

- 1998 **Universal Wireless Communications Consortium**
Contract: Created Animated Video Presentation
Production of Video/Animation and Music/Audio for trade show presentation at Canada Place in front of 500 convention attendees on two 9' x 12' screens. Created using Adobe After Effects.

C O M P U T E R - B A S E D T R A I N I N G A N D I N S T R U C T I O N

- 1998-2000 **MGI International Marine Safety Solutions, Inc. (CRM)**
Job Title: Multimedia Authoring Engineer
In charge of all media integration for computer-based training systems:
- Text, graphics, audio, video, and programming in Asymetrix ToolBook
 - Produced, directed, and edited voice-overs
 - Animation production in Adobe After Effects
 - Many other hats worn including production management
- 1994-95 **Institute of Communication Arts**
Job Title: Instructor, Multimedia Authoring
Instructed students in CD-ROM development techniques, multimedia presentations, etc. using Macromedia Director.
- Some of the subjects covered included: interface design, Lingo programming, effective use of audio for Multimedia, digital video (QuickTime), and project management.

GENERAL MULTIMEDIA

1989-91 **Motion Works**

Job Title: Programmer/Media Integrator

Programming, media integration, and interface design on contracts for companies such as B.C. Dairy Foundation, Canadian Airlines, B.C.'s Children's Hospital, MacMillan Bloedel, and The Ministry of the Attorney General. Worked in HyperCard and SuperCard on the Macintosh, and Toolbook on the PC.

MUSIC AND SOUND DESIGN

2000/2001 **Schaun Tozer Productions**

Contract: Bass Guitar, music editing, and tech for TV series "The Immortal"

Ongoing contracts:

- Played and recorded bass guitar for cues on various episodes
- Edited music for episode 2
- Studio tech work for digital audio equipment.
CD Mastering from DAT tape

2000 **Segway Music**

Contract: Bass guitar

- Played and recorded bass guitar for CBC documentary "Stranger in Our Home".
Co-wrote 5 cues.

1998 **Schaun Tozer Productions**

Contract: Bass Guitar for film "Bad Money"

Played and recorded Bass Guitar for film score of independent Canadian film "Bad Money."

1996 **Dome/FCB**

Contract: Soundtrack for MacMillan Bloedel TV spot

Produced, recorded, played bass, and mixed music for "Guitar" TV spot for MacMillan Bloedel.

1995 **Schaun Tozer Productions**

Contract: Bass guitar session

Recorded bass guitar for series of MacMillan Bloedel TV commercials

1992 **Sanctuary Woods, Inc.**

Contract: Sound Design

Sound design and effects for the CD ROM title 'It's A Bird's Life' written and narrated by Shelley Duvall. Credited job on title.

RELEVANT EDUCATION/TRAINING

2001 **eHandsOn Flash 5 ActionScript training CD-ROM; Learning Flash 5 Interactive Training CD-ROM by Garo Green; Virtual Training Company Flash 5 Interactive Training CD-ROM.**

2000 **Effective Interfaces for Learning Environments Workshop:** Workshop introduced the key elements of user-centered design, and explored techniques to bridge the gap between user analysis and actual interface designs.

- 1989 **Capilano College Applied Information Technology Program:**
Including: Critical Thinking; Project Management;
Computer Based Learning and Training; Electronic
and Traditional Research Methods; Telecommunications;
Digital Audio; and Graphic Arts
- 1987-89 **Capilano College Commercial Music Program:**
Including: Commercial Harmony; Composing and Arranging; Choir;
Sight Reading for Bass Guitar; Private Vocal Training; Private Bass
Guitar Study; Group Piano; History of Pop; History of Jazz; Orchestration;
Song Writing; Ear Training; Basic Macintosh Sequencing and Chart
Work for Arrangements

REFERENCES

Available upon request.

SOFTWARE TOOLS

Have produced products using the following operating systems and applications:

- Mac OS
- Windows 95/98
- Macromedia Director from version 3 through version 8 (including Shockwave, see <http://www.jambone.com/hurlman.htm> for an example)
- Asymetrix ToolBook II Instructor v 6.5
- Adobe PhotoShop v 5.5
- Adobe After Effects v 4.1
- Adobe Premiere v 5.1
- Macromedia Dreamweaver 4
- Macromedia Flash 5
- Macromedia Fireworks 4
- Mark of the Unicorn Digital Performer v 2.72
- Digidesign Pro Tools
- BIAS Peak
- Steinberg Wavelab
- 3D Studio Max
- Cinema 4D
- Media Cleaner Pro
- DeBabelizer
- BarbaBatch

Plus many others.

INTERESTS

Music, fishing, boating, rollerblading, cooking, art, science fiction, humour, etc., etc.