

AMY CASILLAS

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OBJECTIVE

Seeking a challenging position in a creative environment that utilizes my software development and design background.

EDUCATION

Master of Science in Computer Science - California State University Northridge

- Thesis/Project – "Automation and Improvement of Student Performance Feedback through a Secure Web-based System,"
– the design and creation of a web application using Java, JavaServer Pages, JavaBeans, and MySQL technologies.

Bachelor of Science in Journalism & Mass Communications, minor in Geology - Iowa State University

PROFESSIONAL EXPERIENCE

Adobe Systems, Inc., San Jose and San Diego, California – January 2005 to Present

Senior User Experience Developer

- Develop the front-end user experience for products, features, and services using a range of technologies including Flex, Flash, ActionScript, ColdFusion and MySQL. Projects have included the CS5 installer, CS Review, Connect Pro, the Configurator, welcome screens, and Flash galleries.

User Interaction Prototyper / Designer

- Developed detailed interactive prototypes using ActionScript and Flash to help determine workflows and features for Photoshop Elements, Premiere Elements, CS3, CS4 and other new technologies.
- Designed the user experience for Adobe Photoshop Elements versions 4, 5 and 6, including determining requirements, creating workflows, writing detailed specifications, and prototyping interactions.

DreamWorks SKG, Glendale, California – Summer Internship 2003

Intern - Feature Animation Software Engineers

- Added user interface components to existing applications and developed new utilities using Perl/TK, C, and UNIX shell to insure data consistency and increase production efficiency on the 3D-animated feature film "Shark Tale."

Distance Learning Systems Group, California State University, Northridge – February 2002 to June 2003

Interactive Course Designer

- Designed and coded interactive projects using Flash, Director, and PowerPoint for online courses offered through CSU. Development emphasised user-friendly human interface design and application stability.
- Lead course design, implementation, and testing on a 12-chapter Engineering Management online course.

Freelance Film Industry, Los Angeles, California – August 1998 to January 2002

- Accepted into the exclusive Director's Guild of America Training Program. Worked on a variety of film and tv productions, handling everything from the daily production report to coordinating actors. Project list available.

Quark, Inc., Denver, Colorado – February 1994 to July 1998

Senior Technical Marketing Specialist

- Oversaw evangelism efforts and tradeshow demonstrations throughout the U.S. and Europe.
- Analyzed publishing industry and technology trends to discover new markets for Quark products.

Associate Product Manager - QuarkXPress

- Supported the Product Manager by overseeing technical issues in the development and release of QuarkXPress 4.0.
- Conducted customer focus groups to gain feedback on product features and user experience.
- Created and presented training materials and pre-release product demonstrations in the U.S. and Europe.

Lead QuarkXPress Research and Development Team Technician

- Worked directly with R&D to provide user-interface feedback and feature recommendations.
- Managed internal bug-hunts, and provided technical support for a world-wide beta testing program.

OTHER BACKGROUND

Still-Photographer; Attended Brooks Institute of Photography; Former Microsoft Student Ambassador; Former Director's Guild of America Trainee; Avid hiker and snow-boarder; Love to travel.