

Eric Muss-Barnes

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Dear Hiring Manager,

My name is Eric Muss-Barnes and I have been employed for over 6 years as a Web Content Developer for The Walt Disney Company at Disney Interactive. During that time, I am proud to have worked with numerous business units including Disney Corporate, Walt Disney Studios Home Entertainment, PIXAR, The Disney Channel, ABC, Disney Records, El Capitan Theatre, Hollywood Records, D23, Walt Disney Family Museum and many more.

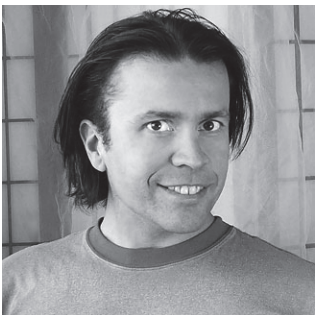
Looking to diversify my skillset, I am applying for the position you posted. With over 20 years of creative design experience, a full third of my career has been spent exclusively at Disney. I am well-versed in Photoshop, Freehand, Illustrator, QuarkXPress, InDesign and eager to learn even more design technologies. Delivering excellence has been the hallmark of my career in high level software development, service-oriented architecture, troubleshooting, proactive technical support and team-centered solutions. You will find that my 20+ years in completing projects on time, within scope and budget, excellent integration of corporate resources and upgrading of systems to meet current/future business needs would bring great value to your organization.

In addition to the realm of experience indicated on my résumé, I have also worked professionally in the fields of photography, video production and Internet technology. Among other creative endeavors, I designed and built an off-grid tiny house project in the Mojave desert. Since leaving Disney, I have published 4 more novels, for a total of 9 books to my name.

I am only seeking a permanent, full-time position. Telecommuting and flex time are pluses, but not a requirement. I am open to contract-to-hire, but I am not entertaining any short-term contracts at this time.

Please see the attached résumé and feel free to contact me at your earliest convenience so we may further discuss how my abilities align with your current needs.

Respectfully,
Eric Muss-Barnes
eric@EricMuss-Barnes.com
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Eric Muss-Barnes

GRAPHIC DESIGN RESUME

SUMMARY

Author of 5 novels, offering 20+ years experience in wide ranging skills for graphic design, UI design/development, programming, coding and proactive technical leadership. Track record of exceeding expectations through the conceptualization, design, development, and implementation of multi-sized projects. Skillfully synthesized an artistic background, business acumen, emerging and established technologies to achieve high-level functionality as specified by corporate or client requirements. Numerous technical proficiencies, recognized subject matter expertise and quick learner. Results-achieving team leader and collaborator routinely delivering high-quality projects within deadlines.

PROFESSIONAL HISTORY

Sep/2012 – Current **DUBH SITH INK** *Eric Muss-Barnes • North Hollywood, CA*
Digital Publishing & Internet Developer

Designed graphics, shot photographs, author photos and cover art. Built responsive design sites from smartphone resolutions up to full HD using PHP, CSS3, HTML5 and *WordPress*. Wrote and developed multiple books and formatted them as ebooks and printed volumes for publisher Dubh Sith Ink. The printed books are available on Amazon, Barnes & Noble, Createspace and Lulu. The ebooks are also on Smashwords and iBookstore. All of the ebooks were hand-coded in *Notepad++* as EPUB files and validated against *FlightCrew 0.7.1*, *Sigil*, *epubcheck 1.2* and *epubpreflight 0.1.0* to check for errors. These ebooks feature all the requisite XHTML, CSS, OPF, and NCX files. Authored a popular tutorial to teach other developers this skillset at <http://www.InkShard.com/how-to-make-an-ebook-epub-file>

Apr/2006 – Sep/2012 **THE WALT DISNEY STUDIOS** *Kathy Bailey • Burbank, CA*
Web Content Developer

 As the single largest entertainment company in the history of the world, *The Walt Disney Company* needs no introduction. For Disney, I did integration of sites which often require graphic design modifications in *Photoshop* for websites ranging from *The Disney Channel* to *Hollywood Records* to *Walt Disney Studios Home Entertainment* and more. Also had the responsibility of being the official and exclusive photographer for biannual corporate meetings at *Disney Interactive* and did volunteer jobs on the weekends with *Disney VoluntEARS*. Have taught classes on photography for the educational *Disney Interactive Media Group Insight Series*.

Mar/2005 - Jun/2005 **WEIDER PUBLICATIONS** *William Ackerman • Woodland Hills, CA*
Creative Producer



Weider Publications is a sister company of *American Media Inc.*, one of the largest magazine publishing houses in the world. Our titles included fitness magazines such as *Flex*, *Muscle & Fitness*, *Shape*, and *Men's Fitness* plus tabloids such as *Star* and *National Enquirer*. Working in *Photoshop*, I was responsible for daily changes to graphics and for new designs and website layouts for over a dozen publications, including the redesign of the corporate site. Created the new *Mister & Miss Olympia Fitness Competition* website for 2005.

Dec/2004 - Mar/2005 **4 WHEEL PARTS** *Danny Blitz • Compton, CA*
Lead Internet Designer



4 Wheel Parts is the largest distributor of aftermarket truck accessories in the world. As the lead graphic designer in their Internet Department, I was responsible for creating weekly e-mail advertising that generated anywhere from \$30,000 to over \$100,000 of sales on a single weekend. I also designed and built the website for the wholesale division of the corporation (the wholesale division alone generates approximately \$60 million a year). Designed a way to modify online .PDF catalog to integrate into website sales and managed graphic additions to online catalog.

Sep/2003 - Apr/2004 **ODVD GAMES LLC** *Alex Rose • Hollywood, CA*
Digital Artist/Game Designer

ODVD Games designed and build the world's first game to be played using standard home DVD players. The fourth employee and the original graphic designer, I designed aspects of the movie trivia game including writing and digital art. Authored testing DVDs using *DVD Studio Pro*. Created 2D animations from *Photoshop* files in *Final Cut Pro*. Invented and single-handedly created the most visually complicated round of gameplay called *Still Craziest*. Designed print materials for the company including brochures, business cards and designing and programming the promotional corporate website. Also assisted with the backup server design and network layout.

Mar/2000 - Oct/2001 **PRWEBCAST.COM/WEBCAST GROUP**

Ray Harris • Cleveland, OH

Creative Director/General Manager

Founded to provide business-to-business webcasting services, I was the second employee and promoted from Creative Director to General Manager in 9 months. Using *Photoshop* for visual work, I was in charge of marketing, design and corporate identity. Managed, hired, and coordinated efforts of the entire creative design team. Responsible for programmers, graphic artists, and webcasting videography personnel. In addition to all graphic design work, I programmed a complex ASP website allowing users to access, post, and retrieve data while tied into a database through any web browser. Specialized in live streaming media over the Internet. Also did video editing, encoding, and purchased all studio equipment.

Jan/1998 - Mar/2000 **ACME EXPRESS**

Don Scipione • Cleveland, OH

Web Programmer/Graphic Designer

Acme Express is a hosting and design firm founded by a professor of physics, where I was the head designer for all websites, creating the “look and feel” of properties ranging from e-commerce sites to the *Cleveland Public Schools* to the *Cleveland Ballet*. Honed skills in hand-coding HTML using *VisualInterDev*. Created conceptual designs using *Photoshop*. Designed print ads and tradeshow graphics. Programmed ASP websites using VBScript on a SQL server.

Jan/1997 - Jan/1998 **THE ROGERS COMPANY**

Mentor, OH

Graphic Designer/Database Coordinator

Designing multimillion dollar tradeshow displays at *The Rogers Company*, I developed a digital archive system for storing thousands of graphics in the company warehouse using a Macintosh database and digital photography. Also designed and supervised the construction of the storage facility. Created and output large-format vinyl graphics using plotter machines and worked on tradeshow booth graphic design layout and on the application of graphics to installations. Designed artwork for tradeshow displays of major international corporations such as *Disney/Pixar*, *Ernst & Young*, *Rubbermaid* and *Stouffers*.

Jan/1994 - Jan/1997 **AMERICAN GREETINGS**

George Chanter • Cleveland, OH



Freelance Author/Graphic Designer

American Greetings is the world’s largest greeting card company where I contributed to the team at *Those Characters From Cleveland* designing concepts for new characters. Additionally, I was an artist for the *Create-A-Card* division, using *Photoshop* to redesign and create new greeting cards for digital kiosks. Creative consultant on *Body Wars* line of toys where I invented character personalities and costumes which eventually became a line of action figures.

PUBLICATIONS & PROJECTS



Feb/2013 **ANNWN'S MAELSTROM FESTIVAL**

North Hollywood, CA

Novel Author

This is the sequel to my first novel which I wrote in the winter of 2012. The cover art for *Annwn's Maelstrom Festival* was crafted by me in *Photoshop* and as vector art in *Freehand*. All design and layout for the website and marketing materials were also my creation and done using *Photoshop*. For the eBook format, I learned how to program an .EPUB file by hand using XHTML and CSS. The resulting .EPUB file was then quadruple-validated against *FlightCrew 0.7.1*, *Sigil*, *epubcheck 1.2* and *epubpreflight 0.1.0* to check for errors. After that .EPUB file was created, I used *KindleGen 1.2* to covert it into a .MOBI version to be used on Amazon as a Kindle book. www.DubhSithInk.com



Feb/2010 **SKATEBOARDING CALIFORNIA**

Los Angeles, CA

Skateboarding Video Series

After making my *Learn To Ride A Skateboard* project, there were skateboarding topics I wanted to cover which didn't fall into the “educational” category. *Skateboarding California* was born from the desire to make skate videos regarding topics above and beyond teaching basic skills. Videos for the project are entirely shot and edited by myself in HD. All graphics and design from the website to the video content was done in *Photoshop* and *Final Cut Pro*. I have written, shot, directed, edited and conceptualized every single episode of the show which has over 1.5 million views on YouTube. www.SkateboardingCalifornia.com



Apr/2009 **CALIFORNIA GIRLS SKATEBOARDS**

Los Angeles, CA

Creator/Founder

California Girls Skateboards is a project I began in the spring of 2009. They are skateboards which use photographs of swimwear models as graphics. All of the graphic design and layout for the skateboards, merchandise and website were created by me in *Photoshop*. Every model was hired and photographed by me. The entire website was completely designed and programmed by myself in PHP and uses CSS for all the aesthetic specifics. The promotional videos for the boards have over 250,000 views on YouTube. www.CaliforniaGirlsSkateboards.com

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Aug/2007 **LEARN TO RIDE A SKATEBOARD**
Educational/Instructional DVD Project

Los Angeles, CA

Learn To Ride A Skateboard is a DVD video project I created in the summer of 2007. All of the motion graphics in the video were designed and rendered by myself. The artwork and layout of the DVD cover was also my responsibility, choosing the color scheme, fonts, layout and finalizing the design. The video features Madylin, Sawyer and Sullivan Sweeten, the real-life siblings who played siblings on the *Everybody Loves Raymond* television show. The accompanying YouTube channel has over 5.1 million video views.

www.LearnToRideASkateboard.com

ACADEMIC PREPARATION

Aug/1985 - June/1989 **Holy Name High School**
College Preparatory Diploma, Class of 1989

Parma Heights, OH

Jan/1990 - May/1994 **Cuyaboga Community College**
Honors English & Visual Communications, May 1994

Parma Heights, OH

VOULENTEER/CHARITY WORK

Habitat For Humanity
Disney VolunteERs
Brooklyn Memorial Youth Center
Venice Surf & Skateboard Association

SKILLSETS

Professional: Photoshop, Freehand, Illustrator, QuarkXPress, InDesign, DVD Studio Pro, Media Cleaner Pro, PHP, XHTML, MySQL, ASP, VBScript, SQLServer, Microsoft Access, HTML, CSS, CSS3, XML, HTML5, DHTML, EPUB, MOBI, KindleGen, JavaScript, jQuery, Perforce, CVS, Subversion, Beyond Compare, Compressor, A.Pack, Final Cut Pro, MPEG Streamclip, Dreamweaver, Visual InterDev, WordPress, GoPublish (proprietary Disney CMS), Flash, Microsoft Office, Open Office, Adobe Acrobat Professional, EmEditor, Windows Media Encoder, FileZilla, Macintosh OS9 & OSX, WindowsOS

Personal: 5th Generation American Citizen Born & Raised in Cleveland, Ohio, Native English Speaker, Licensed Hang Glider Pilot (USHGA Hang 2 Rating Aerotow), Commercially Licensed Driver (Class A), Licensed Motorcyclist (M1), Art-Gallery-Showcased Photographer, Award-Nominated Filmmaker, Skateboarder (20+ Years), Snowboarder, Equestrian (English & Western), Target Shooting (12ga & Revolver), Freestyle BMX, Society for Creative Anachronism, YouTube Personality (over 6 million viewers), Published Novelist & Author (www.DubhSithInk.com)

REFERENCES

- **Katie Turnbull**

www.linkedin.com/in/katiehturnbull

Manager, Product Marketing at Kelley Blue Book (worked with Eric at Disney Interactive)

“Eric's love and enthusiasm for the Disney brand is inspirational and contagious! I was fortunate enough to work with him at Disney Interactive Media, as my role changed, one thing was consistent: Eric was always there ready and willing to answer my long list of questions as I tried to understand the tech side of the projects I was producing. As a developer, he went out of his way to make sure that everyone understood the technical processes (and there were quite a few in the Mouse House). Eric was also the go-to for files and background on projects that most people had long ago forgotten. There were numerous occasions where we were searching for archived projects and when we lost hope, Eric came to the rescue. I am confident that Eric will exceed anywhere he may end up, and I'm sure Walt would have been honored to have someone like him with such enthusiasm on the team!”

- **Jason Toney**

www.linkedin.com/in/jasontoney

Editorial and Content Strategy at AXS.com (managed Eric at Disney Interactive)

“Eric is weird. I mean that only in the best ways. He is enthusiastic and engaged in all of his projects. He looks to over-deliver, often providing supplemental materials and details in a profession that often fights requests for documentation. He volunteers for more to do even, and perhaps most often, in areas that aren't what he's being paid to do. He is passionate about creating and supporting a positive environment for his colleagues. I imagine, however, he would use the term friends. Eric is a professional who seeks out ways to make it easier for others to do their jobs. Y'know... weird.”

- **Kathy Bailey**

www.linkedin.com/in/kathybailey03

Global Release Manager (managed Eric at Disney Interactive)

“I consider myself extremely fortunate to have a developer like Eric on my team. He shows great enthusiasm to get the job done and done right. He's a very quick learner and takes initiative on his tasks but also on other work that needs to be done without having to ask. He's able to articulate a problem, idea or any information for that matter to both his peers and to clients to help them make informed decisions and get the project to completion. Eric is also an incredibly positive person who always has a smile on his face. He always has a positive word for anyone that needs it. I would gladly have Eric on my team again.”

- **Jody Belliveau**

www.linkedin.com/in/hellojody

Certified SCRUM Product Owner (worked with Eric at Disney Interactive)

“Eric was a joy to have in the office. He always has a smile on his face, is enthusiastic and full of team spirit. Since he is so passionate about the Disney brand, I always enjoyed bouncing my crazy ideas off of him to see if they would stick. When his eyes lit up, I knew I had a winner. Eric is a multifaceted and talented individual: photographer, videographer, editor, author, developer (and those are just the skills I know about, he could have 10 more). It would be a joy to work with him again. I hope our paths cross in the near future.”

- **Sean Higby**

www.linkedin.com/in/seanhigby

Flash Developer (worked with Eric at Disney Interactive)

“Eric embodies the ideals of the Disney Company. Hard working and full of a desire to represent the company's brand with the respect it deserves, Eric was known to always be standing up for 'What would Walt do?'. In addition, his technical skills put him on a long list of projects on a recurring and growing basis. In any company, this is a thought process of taking a step back to look at the larger vision of the corporation, and execute on that, is a trait that any company should be seeking in their staff.”

- **Malinda Lloyd**

www.linkedin.com/in/malindalloyd

Experienced Interactive Media Producer (worked with Eric at Disney Interactive)

“I didn't realize until our last day at Disney.com that Eric and I had never worked directly together on a project. I know Eric because he is outgoing and friendly. He became one of the people that I regularly hung out with because he was always positive and knew the technologies we were working with well so if I got stumped he could point me or his cohorts in engineering in a new direction. He was a staple of my days at Disney.com - organizing bike rides for his coworkers, showing up every Friday in his Mickey ears, and generally being one of those people who connected others together. If you want someone who works hard and gets things done, I would highly recommend Eric.”

- **Adam Brown**

www.linkedin.com/pub/adam-brown/26/41/52a

Producer, Digital Media and Product Manager (worked with Eric at Disney Interactive)

“Eric was the very first person that I got to know at Disney Interactive. He is easily approachable, laid back and yet the consummate professional that never takes his eye off the details. He is a problem solver, a tactician and one who never settles for second best. I have run into several situations where issues arise and he is up for the challenge; on time and on budget. Eric is the must-have person for any team. It has been an honor to serve with him.”

- **Kevin Reem**

www.linkedin.com/pub/kevin-reem/2a/518/277

Producer / Director (worked with Eric at Disney Interactive)

“Eric Muss-Barnes is a quadruple threat—Computer expert/content developer, film maker, skateboarder and writer! I first met Eric at Disney.com and he is great fun to work with, always takes time to listen and gets excited about every project. He is innovative and experienced and no job is beneath him. His enthusiasm about life makes him a joy to be around.”

- **Adam Schricker**

www.linkedin.com/pub/adam-schricker/8/669/81b

Web Developer (worked directly with Eric at Disney Interactive)

“Eric was a great guy to work with. A very good web developer who works through challenges or difficulties. Great guy to work with and great team player. He will figure out the right solution to reach the project/product goals. I highly recommend Eric Muss-Barnes.”

- **Martin Hernandez**

www.linkedin.com/in/martin-hernandez-16948244

Network Administrator (managed Eric at Woodbridge Group of Companies)

“Eric is a true professional and a master of his craft. During the two and a half years that I worked with him, I never saw a task/assignment too large for Eric. His attention to detail is second to none, which is one of the most valuable skills one can have in the web design/programming field. Eric is also an amazing team player, as he always volunteered to help out others in our IT department with assignments that weren't even in his job description. Eric designed and maintained multiple domains and websites for our company, a job that would typically require an entire web development team to do, by himself and did so with the highest quality. Any company would be lucky to have Eric as a member of their team, and would immediately see an upgrade in their web development, graphics, and design.”