

Brian Tootle

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📍 Lewes, Delaware 19958

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Professional Summary

Extensive experience as a web developer/designer/product manager highly proficient in digital/print content creation desiring to utilize my web development, design, and management skills to contribute to the success of the company

Professional Experience

Web Developer, D3 Corp [🔗](#)

Build and maintain front-end code for all D3 sites using web standards compliant HTML, CSS/LESS/SASS, Bootstrap, FontAwesome, WordPress Drupal Custom PHP, Jekyll CMS, JS, Photoshop, and Illustrator Build and Maintain hotel/group booking reservations system front end and themed templates Email marketing developer for webmail (Gmail, AOL, Yahoo) and Outlook desktop ADA Accessibility testing, training, and documentation Maintain SEO support and Google Analytics for existing and new websites Cross-platform/browser testing and scheduled QCs of existing websites

07/2015 – Current
Ocean City, MD &
DE(Remote)

Audio Visual Tech Support, Unitarian Universalists of Southern Delaware [🔗](#)

Run the audio system for live sound reinforcement and recorded audio for Sunday worship services and other events. Run the video switcher and cameras for live-stream and recorded video. Input information for lower-thirds graphics for display during services. Assist in setup for other AV tasks as necessary.

06/2023 – Current
Lewes, DE

Project Manager/Web Developer,

Delaware.Net Inc and EVO Government Websites [🔗](#)

Manage and coordinate website design projects (incl. municipal, business, engineering, e-commerce, and healthcare) from project start through post-launch Interview website stakeholders to gather client/audience info and collateral for site design Create wireframes, flowcharts, and design mockups for mobile and desktop websites

12/2012 – 11/2014
Dover, DE

Product Manager UI, UX designer, The Knowland Group [🔗](#)

Manage and develop the launch of new SaaS products and updates to existing SaaS products Design and create mobile and web SaaS product mockups with intuitive and engaging user interfaces Communicate and explain user interface mockups and workflow to offshore programmers Oversee usability testing and quality assurance testing Graphic design of company websites and marketing collateral including banners, signs, brochures, business cards, logos, ID cards, email/newsletters, and magazine ads Understand hotel and hospitality industry methods and practices Ensure activation and onboarding process runs smoothly for each new client Assist product integration team with creating new interfaces

11/2008 – 05/2012
Lewes, DE

Imaging Technical Services Field Coordinator,

Ritz Camera Centers Corporate Office

Coordinate upcoming and current imaging projects, working with field technical service managers and technical imaging support for Ritz Camera Centers Provide technical support for all internet and in-store imaging equipment Work closely with product vendors by ordering equipment for stores, researching new solutions, and maintaining product returns and repairs Assist with equipment moves to and from store openings and closings Manage incoming and outgoing repairs, products, and service parts in local warehouse

11/2007 – 11/2008

Beltsville, MD

3d Modeler/Animator, John Cullinane Associates LLC

Freelance Modeling and Animation of Quarters AA Naval Station for Architecture Firm Convert existing AutoCAD models into Maya for texturing, rendering, and animation Collaborate with lead architect and lead software engineer to create and revise final rendering and animation

03/2008 – 04/2008

Millersville, Maryland

Photo Lab Manager, Ritz Camera

Operate and maintain all photo lab equipment Provide customer support both in-store and via telephone Train all new staff on lab equipment and safety procedures Maintain lab inventory and supplies Maintain high-quality imaging from multiple sources including both digital and analog Assist store manager with all retail store procedures and customer service issues

11/2001 – 11/2007

Glen Burnie, MD

3d Modeler/Animator, Imaging Research Center UMBC [↗](#)

Contract work on animation pilot episode for Kevin “KAL” Kalaugher’s “Editorial Cartoons Move Into the 21st Century” research project at the Imaging Research Center Complete assigned work under strict deadline Model, texture, and animate 4 3D models of reporters asking questions at a presidential press conference referencing KAL’s watercolor sketches

10/2006 – 10/2006

Catonsville, Maryland

Intern – Part Time, Imaging Research Center UMBC [↗](#)

Learn how to work in a professional media creation environment Follow directions from senior modelers and project leaders Manage workflow and modeling scene hierarchy under strict timeline parameters Model and texture 3D models of 18th-century tobacco sheds and capital building for Latrobe research project Model and texture 3D model of a landscape for online video game research project Model and texture 3D model of the east room of the White House for KAL’s real-time animation editorial cartoon research project

01/2006 – 05/2006

Catonsville, Maryland

Education

Bachelor of Arts, Visual Arts Animation/Interactive Media Concentration,University of Maryland Baltimore County [↗](#)

Study theories, artistic practices, and history of animation, cinema, motion graphics, games, and technology. Create 2D/3D computer animation and interactive media using traditional media and digital compositing tools

12/2006

Catonsville, Maryland