



# Cécile Williams

## INTERACTIVE DESIGNER

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Strong background in instructional and entertainment technologies.  
10+ years experience in website design and development.  
7+ years developing high-end interactive multimedia educational programs.  
Outstanding ability to quickly learn and apply new technologies.  
Excellent team player, collaborator, as well as proven ability to work independently.

### SUMMARY OF QUALIFICATIONS

### EDUCATION

**Carnegie Mellon University**, Pittsburgh, PA, May 2004  
**M.E.T.** ([Masters of Entertainment Technology](#))

**Manhattanville College**, Purchase, NY, May 2002  
**B.F.A.** Fine Arts with Minor in Art History, **B.A.** Computer Science

### EXPERIENCE

JUNE 2010 –  
PRESENT

**Web Designer/Developer** (freelance)

[Cécile Williams | Interactive Designer](#), Freeport, ME.

Build successful and fast growing business designing and developing custom websites for non-profits and small businesses. Specialize in Wordpress CMS.

OCTOBER 2010 –  
MARCH 2011

**Lead Flash Developer** (contract)

[Matrix Simulations, L.L.C.](#), Lebanon, NH.

Develop the [Virtual Mental Health Clinic](#), a web based multimedia training program. Oversee creative team, program project structure, UI, and interactive features using Flash CS5.

JUNE 2010 –  
MARCH 2011

**Flash Game Programmer** (contract)

[Tiltfactor Laboratory](#), Dartmouth College.

[Metadata Games](#) are open source, online games for augmenting access to archival records. Built several Flash games including a turn-based game where one player tries to guess the other's image with the help of clues.

**Lead Flash Developer & Multimedia Artist**

[Interactive Media Laboratory](#), Dartmouth College.

DECEMBER 2009 –  
MAY 2010

- [Virtual Medical Incident Management Institute](#)

Collaborated with lead programmer to set up a new project infrastructure. Programmed nearly all activities in the program.

JULY 2009 –  
DECEMBER 2009

- [Dartmouth Smoking Resources](#)

Re-used and improved code written for previous project which allowed for a fast turnaround. Supported team of artists and developers by adding requested features and reviewing their work.

OCTOBER 2008 –  
MAY 2010

- [Genetics in Clinical Practice: A Team Approach](#)

Lead role in recreating program in Flash CS4 using AS3 so it could be made web-accessible. Programmed code library to allow scripters with limited Flash knowledge to add content to the program in a similar way to the in-house programming engine they were familiar with.

MARCH 2008 –  
OCTOBER 2008

- [Virtual Training Response Academy Extended Edition](#)

Designed two additional Quake II game levels including textures and models. Created Flash website to highlight the program and promote sales.

JANUARY 2007 –  
MARCH 2008

- [Sexual Assault: Forensic and Clinical Management](#)

Scripted content, created graphics and built website to advertise program.

JUNE 2004 –  
JANUARY 2007

- [Virtual Training Response Academy](#)

Designed and built Quake II game levels used for 3D simulations including models and textures. Programmed multimedia activities using in-house development tools. Adapted some of the program content to the web.

### SKILLS

HTML5, CSS3  
Wordpress, PHP  
Adobe Flash CS5.5  
Actionscript 3

Adobe Photoshop  
Adobe Illustrator

Maya, 3D Studio Max  
Deep Paint, Deep UV

Adobe Premiere  
Audacity

GTKRadiant, QER, Gimp,  
Wally, NST, QME, Milkshape

### LANGUAGES

French, English

### HONORS & AWARDS

Dean's List,  
Manhattanville College  
*All semesters, 1998 - 2002.*

First place in the Fagin  
Award in the Visual Arts,  
Manhattanville College,  
*April 2002.*

Computer Science  
Departmental Honors,  
Manhattanville College,  
*April 2002.*

Fine Arts  
Departmental Honors,  
Manhattanville College,  
*April 2002.*