

Douglas N. McNamara

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RELEVANT EXPERIENCE

Assistant Professor

Community College of Baltimore County

School of Applied Information Technology

Baltimore, Maryland, Fall 2005/ Spring 2007

Instructional:

Presently teach introductory courses in multimedia design and graphic design, and intermediate courses in game programming and digital imaging. I also teach the capstone course in project management and development. Designed and taught a 400-level course covering technical and creative processes within audio design and production in digital simulation and games at the University of Baltimore as part of a faculty exchange program. Assisted in the content update of the MULT 109, Multimedia Authoring 1 Workbook for Spring and Fall 2006.

Community Outreach:

Organized the fourth annual Computer Game Day on the Essex campus. This event is the Simulation and Digital Entertainment program's primary community outreach and recruitment vehicle. Attendance at this event increased nearly three hundred percent. Assisted in the organization, and supervised the execution of the CCBC LAN Parties on the Essex campus, a bi-monthly event using First Person Shooter games as the vehicle for campus-wide community building. Represented the Internet and Multimedia Technology Department at both on- and off-campus recruiting events.

Supervisor: Hal Rummel

hrummel@ccbcmd.edu

Adjunct Instructor

University of Baltimore

School of Information Arts and Technologies

Baltimore, Maryland, Summer semester 2005

Designed and taught 400-level course covering 2D design for 3D applications. This course focuses primarily on texturing 3D models, environments and computer/video game elements using Adobe Photoshop. Other topics include color theory, basic photography and UV map editing.

Supervisor: Stuart Moulthrop Ph. D.

smoulthrop@ubalt.edu

Service Learning Fellow

University of Baltimore

School of Information Arts and Technologies

Baltimore, Maryland, 2004 - 2005 academic year

Assist in the management of a project designed to put computers into low-income homes. Assist in the supervision of students refurbishing computers for distribution. Maintain department computers in the Charles Royal building and assist with the management of department servers. Design websites for Service Learning projects.

Supervisor: Stuart Moulthrop Ph. D.

smoulthrop@ubalt.edu

2003 - 2004 academic year

Performed website maintenance and development, network training-needs consulting and troubleshooting for nonprofit clients of the Center for Community Technology Services.

Supervisor: J. Haulsee, Deputy Director.

jhaulsee@ubalt.edu

Graduate Assistant

University of Baltimore

School of Communication Design

Baltimore, Maryland, 2002 - 2003 academic year

Monitor the graphics lab. Assist with the maintenance of a 40-client Mac network. Set up print jobs for students and staff. Assist students with the use of graphic production software.

Supervisor: David Patschke, Director of Technologies

dpatschke@ubalt.edu

Communications Manager

The Global Network for Women's and Infants' Health

University of Maryland, Baltimore School of Medicine

Dept. of Pediatrics, Dept. of Neonatology

Baltimore, Maryland, 2002 - 2005

Design textual and graphical instructional material for use within a neonatology research program presently under study in India and UMB. Edit grant applications, peer-reviewed articles (Pediatric Research) and develop images for both. Created images, workflow charts, dataflow and responsibility charts for the Manual of Operations and Protocol. Designed data gathering forms for use in both field and affiliated Indian hospitals. Manage communication between Indian sites, outside technical assistance and UMB administration. Assist with budget projections, equipment and supplies needs assessment and procurement. Assist in epidemiology analysis.

Supervisor: Pinaki Panigrahi, Ph.D., Principal Investigator

ppanigrahi@pol.net

Research Assistant/Coordinator**University of Maryland, Baltimore School of Medicine****Dept. of Pediatrics, Dept. of Neonatology**

Baltimore, Maryland, 2002 - 2005

Design and edit data gathering forms, presentation of information gathered from said forms and peer-reviewed publications. Assist with data tracking. Create presentations for use within the pediatrics department and international pediatrics society. Assist in live animal and bacteria culture research. Perform source literature search. This is concurrent with the above position and included in the above salary.

Publication Designer**ProBiotix**

Baltimore, Maryland, 2002

Designed company intranet and product brochures for a pharmaceutical company.

Salary: based on project requirements

Supervisor: Pinaki Panigrahi, Ph.D.

Tutor**University of Baltimore**

Baltimore, Maryland, 2002

Performed one-on-one and group tutoring sessions for the Corporate Communications and Publications Design programs. Acted as liaison between the Academic Resource Center and the instructors in the School of Communication Design. Determined student-tutoring needs through student interviews, by observation of student study habits, and interpretation of a modified Myers-Briggs Type Indicator test used to determine the student's learning style. Developed workshops to address those needs.

The subjects that I tutored include:

- Computer Graphics. An introduction to computer applications used in document design.
- Communication Theory and Learning. This course covers basic semiotic theory from Pierce to McLuhan, its applications through informal anthropological study (observation and application of theory) and secondary research.

- Communication Design Workshop. An introduction to the mechanics of conceptualizing, planning, designing and producing an individual message and a complete media campaign. Topics include audience analysis, quantitative and qualitative research methods, client interaction and proposal preparation.
- Writing and Graphics (at both the graduate and under-graduate levels). Both levels of this course build on the skills learned in Communication Design Workshop.
- Introduction to Hypermedia. This is a web design course introducing HTML and Cascading Style Sheets.
- Communications Management. How to run an information-based company from conception through possible success, this includes locating funding, determining staffing, conducting market research and developing a marketing campaign.

Developed the “It’s a Mac” Workshop, designed to give students the skills to navigate in the Mac OS and scan images for professional quality production.

Supervisor: Jeanne Robertson

jerobertson@ubalt.edu

Website Developer (Intern),

T. Rowe Price

Owings Mills, Maryland, 2001 - 2002

www.troweprice.com

Designed, developed, coded and launched various sections of the retail and retirement websites requiring internal client communication coordination, resource allocation and prioritization of various development requests in a fast paced production environment. Performed basic maintenance including hierarchical file structuring of those sites. Supervised a team of interns and programmers developing the Special Features section of the My Retirement Plan site. Development of production schedules, resource allocation, and internal client interaction/communication protocols for the Special Features Project.

Supervisor: Michelle Johnson

Academic Projects

Fishy

Developed in the Programming Principles class (<http://crow.ubalt.edu/group4/final/fishy.swf>) and continued through Interaction Design (screenshots of the redesign are available at <http://crow.ubalt.edu/group4/final/fishyScreens/>), Fishy is an ongoing project to develop an entertaining web-based multi-player educational game. My role in this project includes programming, graphic design and interaction design (all of these roles are shared amongst the students, hence the various design styles). This project was featured at the Work@Play Spring 2004 seminar held at the Community Colleges of Baltimore County, Essex Campus.

Mark My Words*

Developed within the Design of Interactive Environments class, **Mark My Words*** is a web-based annotation system designed to facilitate collaborative online research. My role in this project was that of chief researcher. I developed a series of controlled scenario usability tests, using the University of Baltimore community as subjects, to determine how existing annotation systems were used, their possible social costs and benefits, and the validity of the assumptions made by the developers of those systems. After collaborative analysis of the data gathered from these tests, the team designed a working prototype of a proxy server based annotation system. This prototype was tested under the same conditions as the pre-existing systems and modified according to the results from these tests.

COMPUTER SKILLS

Languages:

Action Script, HTML (504/508 compliant), CSS, JavaScript, XML

Applications:

Design: 3D Studio Max 6 & 7, Photoshop, Illustrator, Quark Express 4, InDesign

Video: Camtasia, Morae (screen capture and editing suites for usability testing), iMovie

Multimedia: Flash MX2004, Director MX2004, HomeSite/DreamWeaver, Vignette (CMA)

Audio: Sibelius 3, Cakewalk Sonar, Sound Forge, Pro Tools

Productivity: Visio, Microsoft Office (through 2003)

Operating Systems:

Mac OS 7 through OS X, Windows 95/98/NT/XP

OTHER SKILLS**Marketing Skills**

- Designed print advertisement and conducted small-scale market research while performing all outside sales responsibilities for a dry cleaning operation.
- Coordinated the implementation of merchandise displays in the Housewares and seasonal/holiday departments of a major department store and smaller concept operations.

Management and Administrative Skills

- Managed a virtual communications network for a medical research team with sites in the U.S. and India.
- Responsibilities included recruitment, development, and retention of junior personnel.
*Realized a savings of \$26,000 during the first year of management of Hunt Valley Mall Chick-fil-a.
- Responsibilities included the scheduling and performance of inventory and quality control audits. *First Account Manager to operate the Baltimore area at a profit.

EMPLOYMENT HISTORY

Visiting Assistant Professor, School of Applied Information Technology, Community College of Baltimore County

Baltimore, Maryland, 2005 - 2006

Adjunct Instructor, Graphics for 3D Application course in Simulation and Digital Entertainment program at the School of Information Arts and Technologies, University of Baltimore

Baltimore, Maryland, Summer semester 2005

Service Learning Fellow, School of Information Arts and Technologies, University of Baltimore

Baltimore, Maryland, 2004 - 2005

Service Learning Fellow, Center for Community Technology Services, University of Baltimore

Baltimore, Maryland, 2003 - 2004

Graduate Assistant, School of Communication Design Graphics Lab, University of Baltimore

Baltimore, Maryland, 2002 - 2003

Communication Manager for Global Network Project, University of Maryland Baltimore (UMMS)
Baltimore, Maryland, 2002 - 2005

Tutor, University of Baltimore, Baltimore, Maryland, 2002

Website Developer (Paid Internship), T. Rowe Price, Owings Mills, Maryland, 2001 - 2002

Musician, Grace & St. Peter's, Baltimore, Maryland, 2000 - 2003

Sales/Route Manager, Velvetone Cleaners, Gwynn Oak, Maryland, 1995 - 2000

Manager, Chick-Fil-A, Cockeysville, Maryland, 1992 - 1995

Assistant Manager I, Sam Goody, Towson, Maryland, 1991 - 1992

Manager Trainee, Hecht's, Owings Mills, Maryland, 1990 - 1991

Account Manager, AICS/Quantum Services, 1987 - 1990
Baltimore, MD; Columbus, Ohio; Harrisburg, PA

EDUCATION

Master of Science, Interaction Design and Information Architecture
Summer 2006 - University of Baltimore

Bachelor of Science, Corporate Communications
December, 2001 - University of Baltimore

Associate of Arts Degree, Concentrations in Computer Graphics and Visual Communication
(CGVC) and Computer Information Systems (CINS)
December, 1999 - Community College of Baltimore County, Catonsville

Web Developer Certification
November, 1998 - University of Maryland Baltimore County