

PAUL AUMER-RYAN

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EXPERIENCE

2010	College of Education, UH Manoa	Honolulu, HI
<i>Programmer</i>		
<ul style="list-style-type: none">■ Programmer for the Distance Course Design and Consulting (DCDC) group in the College of Education at the University of Hawai'i at Manoa.■ Tasks included creating tools to support WordPress installations of online course materials.		
2010	Hawaii Self Storage	Honolulu, HI
<i>Web Designer and Programmer</i>		
<ul style="list-style-type: none">■ Web Designer and Programmer for a local self storage company.■ Tasks included building an online reservation system in .NET to streamline customer reservations.		
2010	School of Information, UT Austin	Austin, TX
<i>Adjunct Assistant Professor</i>		
<ul style="list-style-type: none">■ Adjunct Assistant Instructor for Information in Cyberspace (INF 312).■ Tasks included teaching undergraduate students topics including Unix and Linux, computer security, Internet history, information searching behaviors, and copyright.		
2007-2010	School of Information, UT Austin	Austin, TX
<i>Assistant Instructor</i>		
<ul style="list-style-type: none">■ Assistant Instructor for Information in Cyberspace (INF 312).■ Tasks included teaching undergraduate students topics including Unix and Linux, computer security, Internet history, information searching behaviors, and copyright.		
2009-2010	Blue Water Multimedia LLC	Honolulu, HI
<i>Lead iPhone Application Developer</i>		
<ul style="list-style-type: none">■ Lead iPhone Application Developer for an animation company focused on broadcast television.■ Tasks included building iPhone game and children's book applications (2D and 3D) using Objective-C in the Xcode environment.		
2009	Infochimps, Inc.	Austin, TX
<i>Web Designer, Usability Specialist</i>		
<ul style="list-style-type: none">■ Web Designer, Usability Specialist for a startup company creating an online marketplace for datasets.■ Tasks included website design, information architecting, and expert usability recommendations.		
2008-2009	School of Information, UT Austin	Austin, TX
<i>Web Designer</i>		
<ul style="list-style-type: none">■ Web Designer for the Joint Conference on Digital Libraries (JCDL 2009) conference.■ Tasks included designing the conference site and maintaining a Drupal CMS installation.		
2007-2009	School of Information, UT Austin	Austin, TX
<i>Web Designer, GRA</i>		
<ul style="list-style-type: none">■ Web Designer/GRA for the IMLS-funded Stepping Up grant.■ Tasks included designing and developing the program's website and creating content to serve current and potential students and library mentors involved with the grant.		
2006	School of Information, UT Austin	Austin, TX
<i>Web Designer</i>		
<ul style="list-style-type: none">■ Web Designer for the Libraries & the Cultural Record journal.■ Tasks included designing and developing the journal's website (PHP-based and standards compliant) and providing an end-user interface for future website update by L&CR staff.		

2005	School of Information, UT Austin	Austin, TX
<i>Digitization Lab Supervisor</i>		
<ul style="list-style-type: none"> ■ Digitization Lab Supervisor for the School of Information. ■ Tasks included providing technical assistance and digitization support to students working on digitization projects (audio, video, image, text). 		
2005	Thud Rumble LTD	San Francisco, CA
<i>Software Engineer</i>		
<ul style="list-style-type: none"> ■ Software Engineer for a business catering to DJ enthusiasts. ■ Tasks included implementation/maintenance of an online store and tech support for employees. 		
2004–2005	Hawai'i Softimage XSI Users Group	Honolulu, HI
<i>Co-Founder, Webmaster</i>		
<ul style="list-style-type: none"> ■ Co-Founder and webmaster for a 3D software users group based in Honolulu, Hawai'i. ■ Tasks included creating the website and press materials and hosting tutorial sessions for group members. 		
2004–2005	cause & f(x) pictures LLC	Honolulu, HI
<i>Executive Technical Director</i>		
<ul style="list-style-type: none"> ■ ETD for a film & visual effects studio based in Honolulu, Hawai'i. ■ Tasks included supervising visual effects production, creating and managing inhouse software solutions, and designing and creating company website and press materials. 		
2003–2004	Tech Projects LLC	Honolulu, HI
<i>Product Engineer</i>		
<ul style="list-style-type: none"> ■ Product Engineer for a technology company based in Maui, Hawai'i. ■ Tasks included creating the company website and press materials, developing software, and producing a video-based EPK (electronic press kit) showcasing the company's products and working demos. 		
2000–2001	Eclipse Corporation	Cedar Rapids, IA
<i>Network Technician; Programmer</i>		
<ul style="list-style-type: none"> ■ Network technician at an inbound/outbound call center for the 2000 United States Census. ■ Tasks included network maintenance (100+ computers), software development of Application for Quality Assurance (in MS Visual Foxpro), and creating the company's website. 		

EDUCATION

2005–2010	University of Texas at Austin	Austin, TX
<ul style="list-style-type: none"> ■ Ph.D., Information Sciences ■ Focus on credibility of information sources, human-computer interaction, and digital libraries ■ Graduate GPA: 3.96 ■ GRE: 640 Verbal; 800 Quantitative; 6.0 Analytical Writing 		
2000–2003	University of Iowa	Iowa City, IA
<ul style="list-style-type: none"> ■ B.S., Computer Science ■ B.S., Mathematics ■ B.A., English (with Philosophy minor) ■ Graduated <i>with highest distinction</i> (top 1 percent) ■ Undergraduate GPA: 4.00 		

INTERESTS

Credibility of information sources, human-computer interaction, computers as social actors, affective computing, emotional design, digital libraries, 3D modeling and animation, visualization, information architecture, usability, teaching, reading, running, swimming, surfing, biking, philosophy, ethics.

SKILLS

In my studies and work experience I have gained knowledge of both quantitative and qualitative research methods; I have programming knowledge in Objective C, C/C++/C#, Java, JavaScript, XHTML+CSS, Perl, and PHP; I have substantial experience designing user interfaces for multiple platforms; I can work fluidly among Microsoft Windows, Macintosh, Unix, and Linux based systems.