

teaching

2007–2008

Quinnipiac University

Digital Design I & II (Interactive Digital Design, Undergraduate)

- Taught Digital Design I and II to undergraduate students in the Interactive Digital Design program.
- Digital Design I focused on design aesthetics and the industry standard tools for print design, such as Adobe Photoshop, Illustrator, and InDesign.
- The course concluded with a printed portfolio and in-class presentation.
- Digital Design II expanded on the design skills acquired in Digital Design I and applied them to the web space.
- The course focused on understanding the differences in designing for a more liquid and interactive space, such as the web.
- Focused on teaching the industry standard Adobe Dreamweaver. However, careful attention was placed on the understanding of underlying web technologies, such as HTML, CSS, and Flash.
- Digital Design II concluded with an in-class presentation of a multi-page web site demonstrating the range of techniques and concepts discussed throughout the semester.
- Beyond learning design concepts and tools, students learned to give and receive constructive criticism and to talk intelligently about their work and that of their classmates.

Producing Content for Mobile Media (Interactive Communications, Graduate)

- Rewrote the curriculum for this online graduate class from the ground up, as the mobile landscape is evolving at an ever accelerating rate.
- Explored the impact and potential of the mobile device as an application development platform and media consumption mechanism.
- Considered the social implications of having an always connected, media gathering, and media displaying computer in one's pocket.
- Discussed the technologies and terminology involved in mobile media design.
- Examined the differences in developing traditional media versus mobile media.
- Focused on the types of media forms that have emerged from the prevalence of mobile devices.
- Students concluded the semester by wireframing and sketching out a mobile application of their own, paying close attention to mobile usability and functionality, or by producing a series of video podcasts optimized for a mobile device.

Capstone Preparation (Interactive Communications, Graduate)

- Worked on a one on one basis with students to map out, produce, polish, and present their Interactive Communications Capstone projects.
- Projects varied from mobile applications to multimedia websites.
- Guided students with technical assistance, conceptual advice, and presentation aesthetics.

Reporting for the Web (Journalism, Undergraduate), Graduate Assistantship

- Taught the hands-on technical portion of this undergraduate journalism course that involved the technology and techniques of blogging, podcasting, and audio and video editing.
- Discussed the use of audio and video on the web and used these concepts to gather, edit, and publish audio and video content from the campus and community.

2008–Current

Fairfield University (Fairfield, Connecticut)

Faculty Training Seminar, Web Design

- Teach faculty and staff the fundamentals of website design beginning with the rudiments of HTML to building a full site from web page templates.
- Set up faculty and staff with web space and a personal URL on the faculty web server.

2005

Westfield State College (Westfield, Massachusetts)

Graphic Design and Computer Arts (Undergraduate)

- Worked a practical, real-world curriculum into the semester's course work, drawing projects and lessons from that of my own professional web and print design experience.
- Students effectively acquired skills in designing for print as well as for the web.
- Students experimented with 3-dimensional packaging designs as well as large format posters.

samuel h. cohen

203.633.4131
mail@samuelhcohen.com

www.samuelhcohen.com

486 Central Avenue
New Haven, CT 06515

professional

2007–Current

Fairfield University

Lead Web Programmer

- Build, organize, and maintain a vast array of web-based applications for faculty, staff, and students.
- Work closely with team members, faculty, and staff to understand the university's needs in order to efficiently produce quality applications.
- Oversaw the technical component of Fairfield's 3000 page web site redesign.
- Built and deployed a templating system using Adobe Contribute Publishing Server to allow faculty and staff the ability to edit web pages within their department.
- Designed and constructed an advanced search application, a self-propagating navigation system, an automatic faculty profile listing system, and a database-driven press release archive alongside a huge assortment of web forms and other programs for Fairfield's new online presence.
- Built a web-based database application for editing the undergraduate and graduate course catalogs.
- Developed an iPhone calendaring application for the university's radio station.
- Constructed a web application to manage and publish campus work-study jobs.
- Collaborated and co-coordinated the development of the university's events calendar, room-booking system, and web display.

2000–Current

Freelance Graphic Design (Web and Print) and Web Application Development

- Work closely with clients of varying backgrounds to produce masterfully crafted design material to suit each client's unique needs.
- Design projects range from data-driven financial software marketing materials to online photography portfolios.
- Web applications range from revenue generating event registration systems to web-based iPhone applications.

1999–2000 and 2001–2005

Mestek, Incorporated (Westfield, Massachusetts)

Graphic Design Coordinator

- Designed advertisements, brochures, catalogs, and all printed literature for the vast selection of products under the Mestek Incorporated company name.
- Collaborated with company representatives on special projects and new designs.
- Prepared documents for digital output and color separation.

2000–2001

Cuttriss & Hambleton Designs (Berkeley, California)

Production Artist (Print and Web)

- Worked on the production of full color magazines, performance posters, advertisements, catalogs, and websites for an exciting array of clientele, including The San Francisco Symphony, University of California at Berkeley, and Communication Systems Design Magazine.
- Created digital files ready for professional full color output on large format presses.

samuel h. cohen

203.633.4131
mail@samuelhcohen.com

www.samuelhcohen.com

486 Central Avenue
New Haven, CT 06515

education

2005–2007

Quinnipiac University (Hamden, Connecticut)

Master of Science, Interactive Communications

- A graduate program combining the technology and theory behind content creation, management, and distribution, with the necessary aesthetics to deliver content smoothly and accurately across web-based interactive environments.
- Studies ranged from video production to web usability. Final projects were as varied as research-based papers detailing the merits and dangers of Wikipedia, to Flash-based interactive games.
- Capstone research involved mobile media and application development and concluded with a fully documented and mocked-up location-based mobile application.
- Worked within a team of graduate students to produce a web-based application to house, manage, and organize students' digital work.
- Aided faculty and students with various multimedia and technology related projects, ranging from computer assistance to the creation of advanced Flash presentations and applications as the Graduate Supervisor of Media Services.

2002–2003

Westfield State College (Westfield, Massachusetts)

Bachelor of Arts, Graphic Design Concentration

- Studied traditional fine art conventions as a foundation for exploration and accomplishment in the digital arts.
- Studies ranged from color theory to sculpture, from art history to advanced concepts in design.
- Took on an independent study that combined traditional artistic approaches with digital media techniques.
- Had traditional and digital work displayed at the college's art gallery and annual art show.

technology

The importance of staying up to date in this area of work is essential. I make it my point to stay knowledgeable of current design trends, software, and internet technologies.

- Expertise in professional design and web software such as, Photoshop, Illustrator, InDesign, Dreamweaver, and Flash. Experienced in Final Cut Pro and Pro Tools.
- Proficient in HTML, CSS, Javascript, PHP, LassoScript, and Actionscript. Well versed in developing technologies, such as HTML5, CSS3, Ruby, Ruby on Rails, jQuery, and AJAX techniques.

achievements

- Received the Award for Academic Excellence in my major at Quinnipiac University (May 2007).
- Received an award honoring academic achievement at Westfield State College (May 2004).
- Inducted into the Phi Kappa Phi Honor Society.
- Client website design featured in Photography Magazine (April 2003)

samuel h. cohen

203.633.4131
mail@samuelhcohen.com

www.samuelhcohen.com

486 Central Avenue
New Haven, CT 06515