

# DSRI SEAH

## INTERACTIVE SYSTEMS ARCHITECT

### BACKGROUND

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### SKILLS

- Advanced Scripting for Flash
- Interactive Design
- Educational Media
- Kiosks / CD-ROM
- GUI & Screen Design
- Game Design & Development
- Motion Graphics
- HTML / JavaScript / CSS
- Production Planning
- Training

### EXPERIENCE

- 1999–present **Freelance New Media Developer**
- 2001–2003 **Creative Technical Director**  
Active Edge New Media, Nashua NH
- 2000–2001 **New Media Designer**  
Interactive Factory, Boston MA
- 1997–1998 **Art Manager**  
EA Sports/Tiburon, Maitland FL
- 1994–1997 **Project Lead / Game Designer**  
Qualia Games, Somerville MA

### EDUCATION

- 1996 **MFA Computer Graphics Design**  
RIT School of Art & Design
- 1992 **MS Electrical Engineering**  
University of Rochester
- 1990 **BS Computer Engineering**  
Worcester Polytechnic Institute

### AREAS OF INTEREST

- Graphic Design
- Animation / Film / Video
- Storytelling & Narrative
- Information Architecture
- Education and Learning
- Application Development
- Real-Time Graphics

### SOFTWARE

- Photoshop
- Flash
- Director
- Freehand
- Dreamweaver
- 3DS Max
- AfterEffects
- Premiere
- Sound Forge
- Acid Pro
- Windows / Mac

### CONTACT

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