

kevinsturdevant

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(skills)

Summary

In short, I solve problems with internet applications that are simple, elegant and intuitive. In reality, I wear a lot of hats. From inception to roll-out, I am involved every aspect of designing web applications. This includes eliciting and documenting requirements, designing processes and interfaces, managing project timelines and resources, testing and training end users on applications once deployed.

Specialties

- Agile team management
- Learning management system and online education development
- Java/JavaScript web development environments
- User experience design
- Rational Unified Process certified

(jobs)

Systems Analyst/Project Lead

09.07-Present

FRANKLIN UNIVERSITY – Columbus, OH

- Analyze and design enterprise software solutions.
- Serve as Product Owner for Franklin's custom learning management system.
- Work with clients and development teams to create applications and interactive projects.
- Manage client relationships and communication.
- Conduct user testing.
- Create use cases and perform testing.
- Work with multimedia, HTML/CSS, Java and Flash/Flex development teams.

Multimedia Developer

08.05-09.07

FRANKLIN UNIVERSITY – Columbus, OH

- Served as Business Analyst for department, initiating projects and eliciting requirements from clients.
- Created multimedia using Adobe Suite, including Flash (ActionScript 2 and 3).
- Managed client relationships and communication.
- Designed and created multimedia pieces for use in centralized curriculum.
- Presenter at 2007 New Media Consortium Conference.

Production Manager

01.01-09.05

EASTON VIDEO PRODUCTIONS – Austintown, OH

- Handled all video production from shooting to delivery, including editing, DVD authoring and artwork.
- Guided rebranding of marketing materials and final products.

(history)

Education

YOUNGSTOWN STATE UNIVERSITY

Graduated Cum Laude in August 2004

Bachelor of Arts, English

Minor: Marketing

(more on page 2)

Past Projects

LEARNING MANAGEMENT SYSTEM

Need: An intuitive, easy-to-use Learning Management System which allows a course to be designed once and deployed to many class sections.

Process: I spent time observing the course design process and worked with designers, instructors and students to understand their needs and priorities as well as the technology and limitations of the existing system and others on the market.

Solution: A drag-and-drop user interface which mimics the post-it note method used in real-world design. Users create reusable learning objects which allow users to accomplish all functions in one place (submit, grade, discuss) and which can be reused across courses. When a course is marked as complete, it will be picked up and deployed anytime a matching section begins until a new edition is published.

MOBILE SITE

Need: Mobile-friendly version of course delivery system.

Process: I did an analysis of creating a smart phone application vs creating a web site and decided that, given the skillsets of the team and the upkeep involved, a site was the right move. Next I came up with the list of essential features and started working on wireframes with the development team.

Solution: Mobile web site, which users get automatically based on device and which works on various mobile browsers, with varying bells and whistles. Through this, users get course information (where, when, maps), grades and upcoming assignments.

Software Proficiencies

PROJECT & REQUIREMENTS MANAGEMENT

Jama Contour
TeamDynamix
Visio

DESIGN & PRESENTATION

Axure
PowerPoint
Illustrator
InDesign
Photoshop

WEB

CSS
HTML
Flash
Some JavaScript

MISCELLANEOUS

Excel
Premiere Pro
Word

Continuing Education

TRAINING ON:

- Interface design
- User experience design
- Business Analyst-Project Management
- Iterative software development