

Ernie Stepp III

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EXPERIENCE

Lead Technical Game Developer, Ainsworth Game Technology

March 2011 – Present

Collaborate with mathematicians, artists, and technical compliance department to create innovative and engaging video slots for gaming markets worldwide. Perform black-box testing and QA analysis. Prepare submission packages for gaming test labs.

Troubleshoot software issues and partner with development team to create proper training documentation and game specifications. Efficiently manage project timelines and deliver quality work with minimal supervision.

UX & Web Designer, Ernies3.com

April 2006 – Present

Create UI documentation for client applications and sites using wireframes, prototypes, and information architecture. Blend creative and analytical thinking to develop efficient and intuitive projects with a focus on user experience. Build and maintain client websites using HTML, CSS3, Javascript, Flash, and PHP.

Product Development Manager & UX Designer, DiTronics LLC

September 2009 – March 2011

Collaborated with international development teams to create functional specifications and scope documentation for software application enhancements. Responsible for creating overall product user experience including wireframes, prototypes, interaction designs, and finished screens for company product suite.

Utilized problem solving skills in order to create, develop, and implement fresh ideas. Developed Flex based software application to increase product support for call center staff. Reduced transfer rate for level-2 tech support by over 40% within 3 months.

Project & Operations Manager, DiTronics LLC

September 2006 – September 2009

Successfully coordinated over 25 national installations of company product suite. Improved installation process by introducing efficient project scheduling guidelines. Led weekly project meetings. Consulted with IT directors and CFOs to establish and maintain overall project plans. Maintained project budgets while managing multiple vendor relationships.

Managed daily operations of client services, including installations, repairs and customer support. Managed technicians, customer support specialists, and operations team. Responsible for the hiring of technical staff and annual reviews.

EDUCATION

Bachelor of Science, Web Design and Interactive Media - The Art Institute of Las Vegas

September 2011

Development

Visual Design
Interaction Design
Functional Specification
Information Architecture
Low-Fi/Hi-Fi Prototyping
Scope Documentation
Black-box Testing
Usability Testing

Tools

Visio
Acrobat
Fireworks
Photoshop
After Effects
Premiere Pro
Dreamweaver
Final Cut Pro
Illustrator
InDesign
Flash

Code

CSS3
HTML
Actionscript3
Javascript
MySQL
PHP

