

## RYAN ADLAF

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### EXPERIENCE

#### Don't Blink Design

Santa Monica, CA  
Software Developer  
Nov 2008 - Present

Don't Blink Design is a rich **web & print design** studio specializing in the development of sophisticated social media websites. Using a custom **MVC** framework on a **LAMP** stack, **DBD** excels at 'Big Idea' **social networking** projects, bringing next generation web concepts from the sketchbook to the internet.

#### Black Dollar Productions

Los Angeles, CA  
Owner  
Mar 2006 - Present

Black Dollar Productions, a **New Media** consulting company, provides content creation, management, and deployment solutions. **Black Dollar Productions** has created award winning web sites, recorded audio for bands, museums, and for the web, created short films for international film festivals, created music for films, and developed database driven content solutions.

#### Outlaw Sound/BWN

Hollywood, CA  
Freelance Composer/Engineer  
Aug 2008 - Aug 2010

Outlaw Sound is an audio post-production & voice-over facility specializing in digital delivery of audio via ISDN. Outlaw's parent company, **BWN**, is a commercial music **composition, sound design, and post production** company.

#### Digital Interactive, Inc.

Long Beach, CA  
Project Management Consultant  
Aug 2006 - Apr 2008

Digital Interactive, formerly **DISCover**, provides integration solutions to the **PC gaming** industry making gaming accessible to mass audiences. DI's manufacturing and publishing partners include **Alienware, HP, Intel, Microsoft, Sony, EB Games, Eidos, and Vivendi**. DI also provides branded white label web portal solutions to companies who want to take advantage of the emerging PC gaming digital distribution market.

Lead Software Developer  
Jan 2004 - Feb 2006

- Served as **Project Architect** and **Developer** during the creation of a large scale **Flash** front-end powered by a web service driven **.NET** application.
- Functioned as **Project Manager** for a 10 person outsourced development team and technical liaison between DI upper management and outsourced development.
- Designed and implemented a **Content Management System** to manage DI's game catalog and sales data.
- Coordinated content acquisition with publishers.
- Reconciled sales information, apply business rules, and providing reports to management.

#### Visual Solutions, Inc.

Chicago, IL  
Software Developer  
Jan 2000 - Jan 2003

Visual Solutions is a software development company specializing in custom solutions for **mobile devices** and for the web.

- Redesigned the corporate intranet for a Fortune 500 company and developed database driven **ASP** solutions for 3 different corporate divisions used by over 800 employees.
- Created several software applications for **PocketPC** and **Palm** devices used by city inspectors, auto auctioneers, and warehouse managers.

### CONSULTING

#### Select Client List

2006-Present

Jesse Dylan, Autry Museum, Image Line Productions, Outlaw Sound, Aero Film, Phi Phenomenon Productions, Tapiohka, Gubineer Savett CPAs, Lucidant, Kinema Fitness, Bionic Films, Digital Interactive Systems Corp., Testwiser, Quiet Pirate Press, Scion Financial

### EDUCATION

#### University of Illinois

Urbana-Champaign, IL  
1995-1999

BS in Computer Engineering  
Engineering Dean's List  
James Scholar Honors

#### UCLA

Los Angeles, CA  
2007

Audio Engineering Coursework

### SKILLS

#### Software & IT

PHP, MVC architecture, jQuery, MySQL, CSS3, HTML5, AJAX, JSON, Smarty, Apache, Flash & Actionscript 2, .NET, C#, ASP, C/C++, Visual Studio, VB, IIS, Trac, Mantis, SVN, Git, Macrovision DRM, Windows DRM, WordPress, Movable Type. Windows and Mac Proficient

#### Audio & Video

Pro Tools, Logic, Digital Performer, Ableton Live, NI Komplete, Reason, SuperCollider, OSCulator  
Premiere Pro CS3, Final Cut Pro, Arkaos GrandVJ, Quicktime, Flash

### ACCLAIM

#### letterstoray.com

Featured in *McSweeney's* Volume 21, Winter 2006  
**Web site of the Month**, *Los Angeles Magazine*, October 2006

#### DISCover

2004, **CES**, TechTV's *Product of the Year* in Home Audio/Video  
2005, **CNET**, *Next Big Thing*  
2005, DISCover's GameGuide added to Microsoft Media Center's *Online Spotlight*  
2005, Engineered voice-over session for DISCover's *Online Spotlight* introductory video

#### Cannonball Run Scavenger Hunt

Bicycle Film Festival, Los Angeles 2006, Celluloid Cycles Film Festival, Melbourne 2007,  
Filmed by Bike Film Festival, Portland 2006