

# ANDY BIGGS®

## Andrew Robert Biggs

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## Professional Experience

### Freelance - 2008 +

I have spent the last three and a half years working as a freelance interface designer and developer. During this time I have had a diverse range of contracts, many for agencies I have previously worked for and several directly for clients. For the last year and a half I have been working mainly for Trifecta GIS as their interaction designer.

### R/GA - 2006 › 2008

I worked for two years as a Senior Flash Developer for R/GA in their London based office. R/GA is a large interactive company in the US (500+ employees) but it was just starting out in Europe. I was the first programmer hired in the UK. By the time I left the company the office had grown to 30 people. R/GA's work often pushed the boundaries of what could be done in Flash and it provided a real platform for growth in my development skills.

### Blast Radius - 2005 › 2006

For a year I worked at Blast Radius in Vancouver, Canada. I was working as a Flash developer and information architect. Working with a bigger Flash development team allowed me to focus on and hone my Flash development skills.

### Shift - 2003 › 2005

For nearly 2 years I worked at Shift as a web designer. While at the company I was heavily involved in creating visually rich websites using Flash and HTML. Shift exposed me to many aspects of web design, from information architecture and design through to production and programming.

### Resn- 2002 › 2003

I started work at Resn (formerly Boy Girl Boy) immediately after graduating from university. They introduced me to commercial web design and I started to acquire strong motion design skills there. Boy Girl Boy's strength was development of boutique flash websites.

## **Technical Summary**

I have over 8 years professional experience in the following programming languages:

- ActionScript 1, 2 & 3 (Advanced)
- HTML/xHTML (Intermediate)
- CSS (Intermediate)
- XML (Advanced)
- JavaScript (Intermediate)
- PHP (Basic)
- MySQL (Basic)

I have over 8 years experience in the following applications:

- Adobe Photoshop
- Adobe Dreamweaver
- Adobe Flash
- Adobe Fireworks
- Adobe Freehand
- Quark Express

I have considerable experience in the following methodologies:

- Information Architecture
- User Interface Design
- Flash/HTML Development
- User Testing
- Branding Development
- Creative Concept Development

## **Education**

Bachelor of Design (Honours)

2002

Massey University School of Design

Wellington, New Zealand.

## **Awards**

### Coca Cola – Coke Zero Fan 400

Shortlist – Cyber Lion - Food & Drinks

Cannes Lions 2011

### Heart Foundation – Know Your Numbers

Finalist - Healthcare

TUANZ Interactive Awards 2010

### Nokia Urbanista Diaries

Best Mobile Brand Campaign

WGSMA Global Mobile Awards 2009

Best Use of Mobile Marketing, Relationship-Building

Mobile Marketing Association 2008

### New Zealand.com Travel Site

Winner - Tourism

Webby Awards 2006

### Electronic Arts – Battlefield 2 MC

Winner - Technical Excellence

Flash In The Can Awards 2006

### New Zealand.com Travel Site

Winner - Tourism

Webby Awards 2005

### New Zealand.com - Travel Planner

Winner - Information Reference

TUANZ Interactive Awards 2005

### Destination Northland

Winner - Integrated marketing campaign

TUANZ Interactive Awards 2005

Haka Feature - Tourism New Zealand

Winner - Integrated marketing campaign

Winner - Overall craft award

TUANZ Interactive Awards 2004

Interactive Map of New Zealand - Tourism New Zealand

Winner - Information Reference

TUANZ Interactive Awards 2004

Snow Globe - Xmas 2003 - Shift

Finalist - Integrated Marketing Campaign

TUANZ Interactive Awards 2004

Nicholas Blanchet - 2004 Summer Collection

Winner - Integrated Marketing Campaign

TUANZ Interactive Awards 2003

Nutrio - Nutrition Organiser

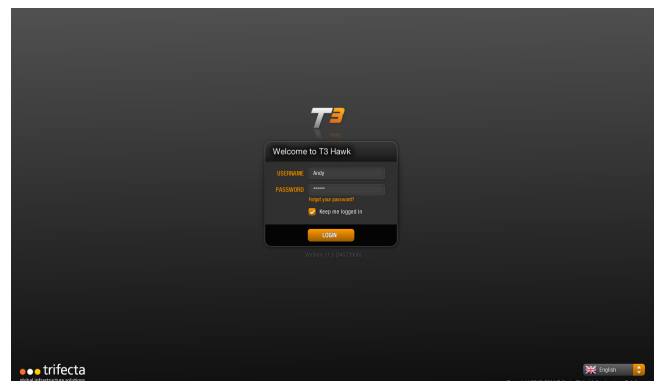
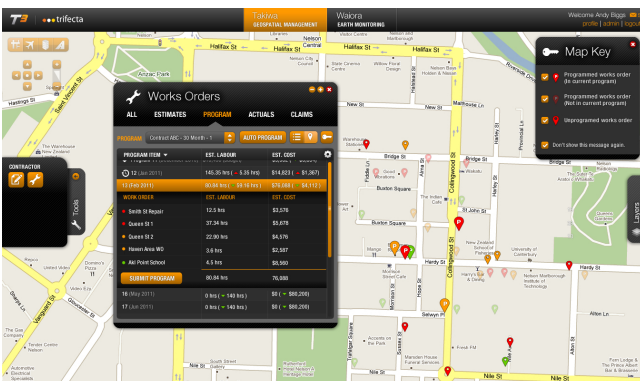
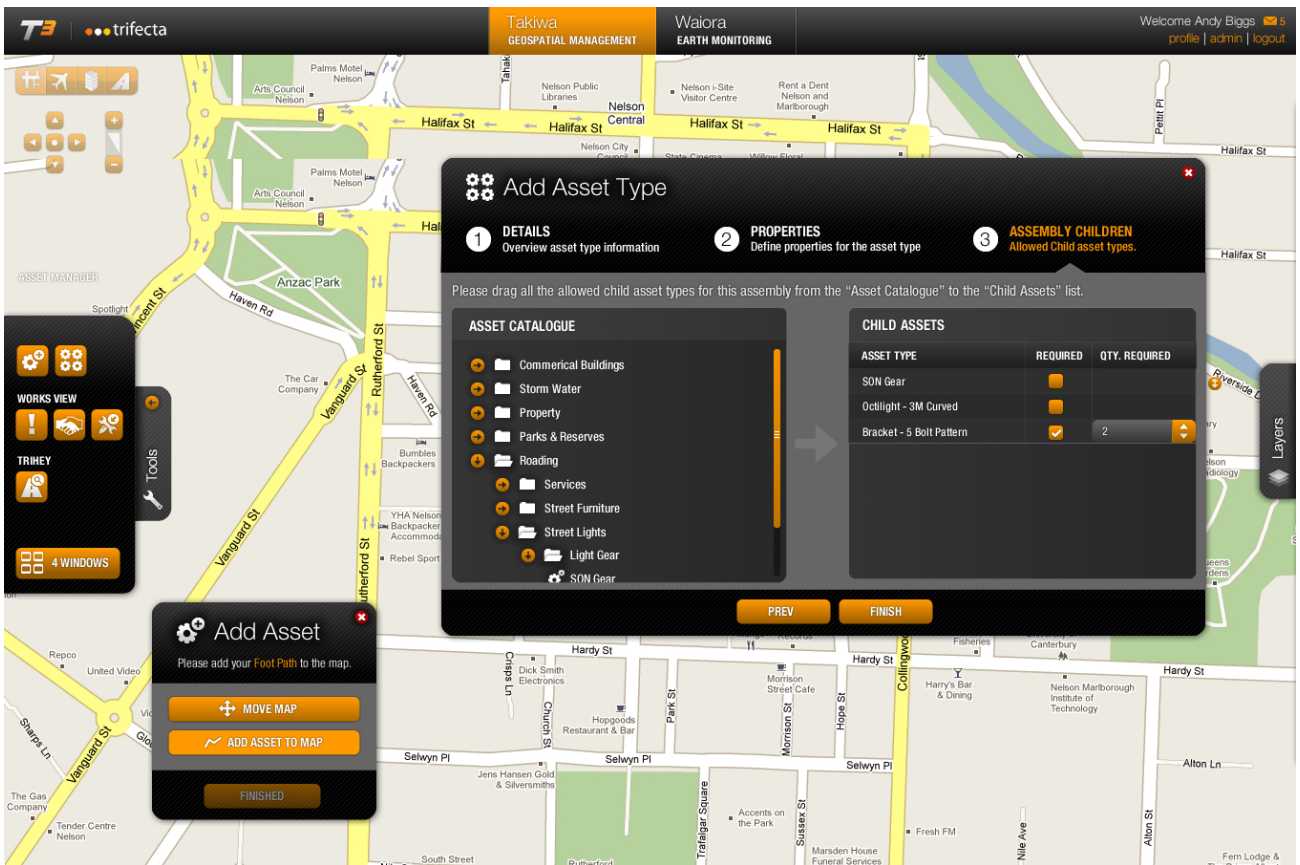
Finalist - Innovation

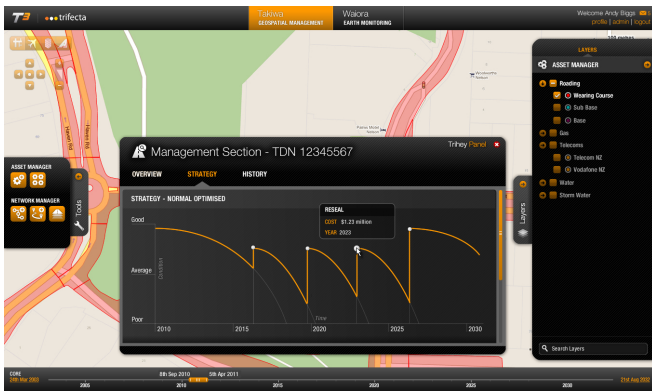
TUANZ Interactive Awards 2003

## Portfolio

### Trifecta GIS – T3 Hawk

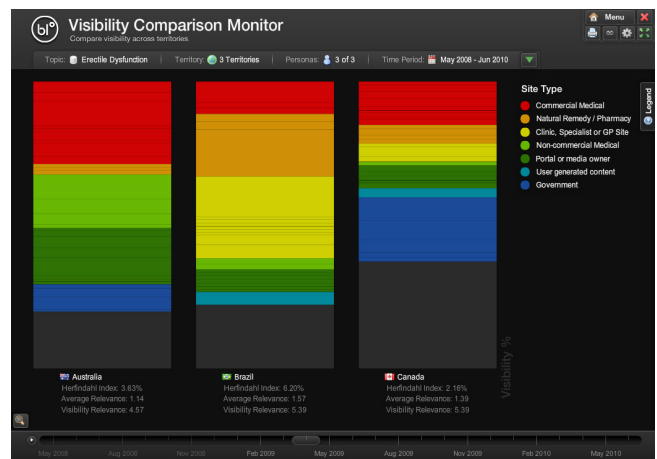
T3 Hawk is a geo spatial asset management and forward works management tool. My role at Trifecta has been as their interaction designer. The main product I have been working on is Hawk, their flagship asset management and forward works geospatial application. I have been responsible for all the design related aspects of their products. Business analysts hand me their requirements and it has been my job to turn these requirements into clear and easy to use interfaces that the development team then build. I have also been utilized in a flex development role at Trifecta, mainly to create and style the custom UI components that are the core interface of the application.

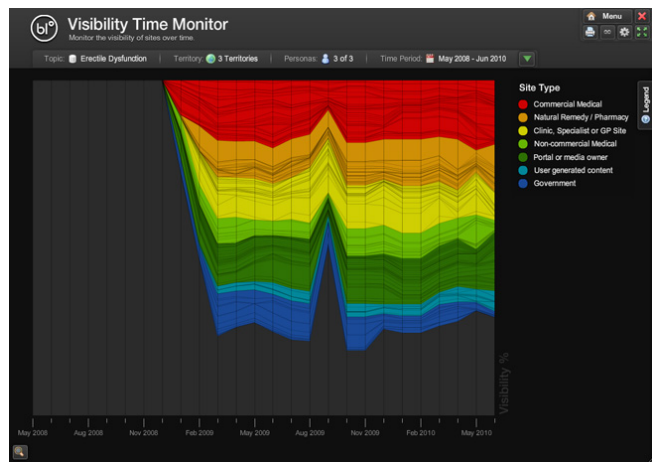
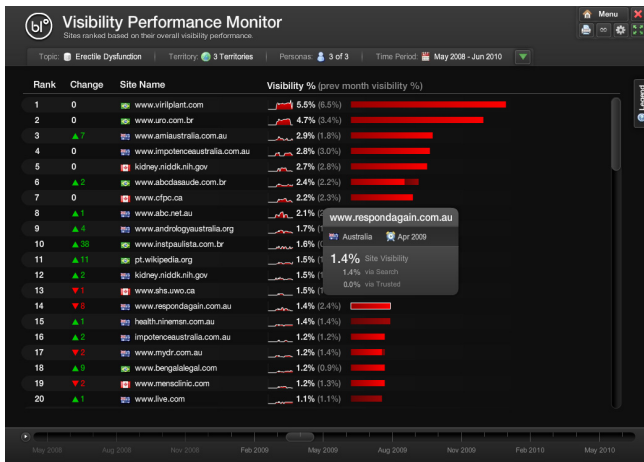




## Blue Latitude – Scope

Scope is a custom online environment monitor that visualises complex data in a clear way. Blue Latitude asked me to design and build an analytics tool for the strategy statistics they collect for each client. Scope displays all sorts of statistics using different visualisations including time based scatter plots, stacked line graphs and time based ranked lists. Users are able to book mark data settings and create customised views for print. The entire application is dynamic, running off a relative database. Scope was a huge project for me, taking over a year of my time. Please email me if you would like a demonstration of Scope in action.



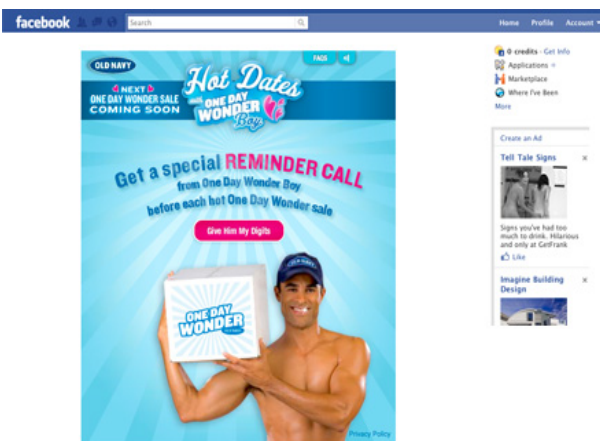


## ASB - ControlPad



The ControlPad is a new part of the ASB website, it is a launching pad to many of the bank's useful money management tools. It also has a favourites section, so users can create a sub-list of the tools that they use most often. TBWA Digital designed the ControlPad and contracted me in to develop it using Flash. The ControlPad is dynamic and powered by XML so ASB can update it as needed in the future.

## Old Navy – One Day Wonder Boy



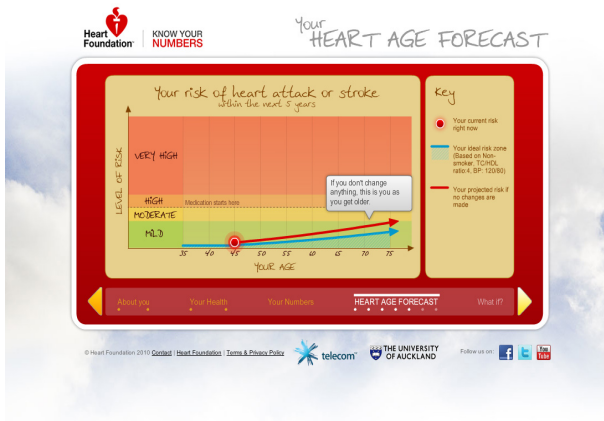
One Day Wonder Boy is a one day only sale campaign for clothing retailer Old Navy in North America. I was contracted by Crispin Porter + Bogusky to develop a Facebook application in Flash for the campaign. The site displays One Day Wonder Boy chatting you up and trying to get your phone number in a tongue in cheek way. Once he has your phone number he then calls you to let you know when the next sale is on. The site has been fully integrated into Facebook and connects to the user's account information in Facebook.

## Coca Cola Zero - Fan 400



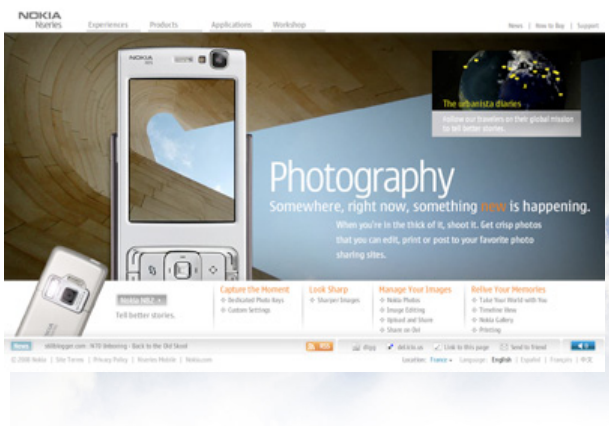
The Coke Zero Fan 400 was a campaign for Coca Cola in North America, it promotes the Coke Zero 400 which is a stock car race at Daytona. I was contracted by Crispin Porter + Bogusky to help with the Flash development of the slot car track on the website. Users can alter the positions of the drivers within the slot car race on the site by liking their favourite drivers in Facebook. The site was integrated with Facebook to allow this to happen.

## National Heart Foundation – Your Heart Age Forecast



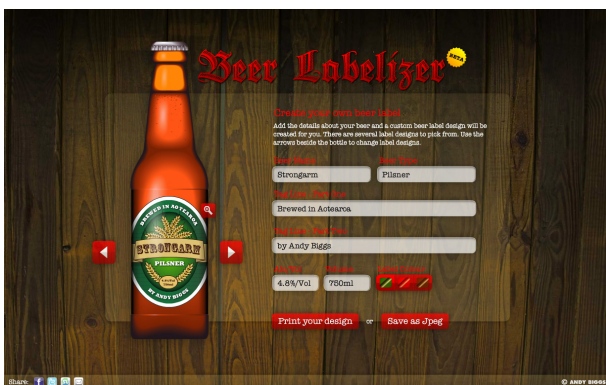
The National Heart Foundation in association with the School of Population Health at Auckland University wanted to create a tool to explain risk of heart related conditions to New Zealanders. Heart related conditions are the number one killer in New Zealand. I developed the tool with Enigma. Our first version of this tool has received critical acclaim from the New Zealand medical sector and is now used by doctors throughout New Zealand when dealing with patients who have a perceived risk of a heart related condition.

## Nokia – Nseries.com



Nokia Nseries was a website for the Nseries range of Nokia devices. I worked on the Flash development for the site with the R/GA technology team. This was a large project with localisation into several languages.

## Personal Project - Beer Labelizer



I'm a keen home brewer and really love making beer, but I noticed that the home brew community have some terrible looking beer labels. The Beer Labelizer allows home brewers to generate their own professional looking beer labels with ease. I designed and developed it to render beer labels on the fly so users can immediately see what their designs look like. The Beer Labelizer has been very popular with the home brew community with over 30,000 people using the site each month.



## Nintendo of America – Nintendo Power Magazine



This was the promotional site for the Nintendo Power magazine. It contained a full archive of all the magazines released and allowed users to browse through the magazines to get a feel for the content of each issue. My involvement in the project was as the Flash developer and I was also responsible for motion design within the site. The site was integrated with a content management system allowing all content on the site to be dynamic using XML to communicate with the front end Flash. The code on the site was ActionScript 2.0 and was Object Orientated and used the MVC design pattern extensively.

## Electronic Arts – Battlefield 2 MC – Player Profile



This module was part of the Battlefield 2 Modern Combat website. It displayed full statistical information about a player's activity within the game. In-game stats were stored on EA servers then displayed in this module when the user wanted to see their statistics online. I was the lead Flash developer and motion designer on this project.

Again code in this module was ActionScript 2.0, it was Object Orientated and used the MVC design pattern extensively.

## Electronic Arts – Need for Speed Most Wanted



This was the official site of the Need For Speed Most Wanted Computer game. The site used large amounts of Flash video and audio. I was a Flash developer and motion designer on the project. The main area I developed was the Flash navigation for the site on the left. The site was dynamic and controlled through Electronic Art's content management system.

To see further examples of work please visit [www.andybiggs.net](http://www.andybiggs.net)