

DEREK WHITE

[.....address info withheld]

<http://derekwhite.com>

experience

Calamari Archive - NYC / Nairobi / Rome / DC (2003 - present)

Founding publisher + editor. Responsible for all aspects of literary/art book publication including acquisition, editorial, layout + design, promotion + website development. Under the auspices of Calamari Archive:

- * Published 14 issues of *Sleepingfish* magazine, in print, online or mixtape (cassette) format
- * Self-authored + collaborated on dozens of books
- * Maintain online archives of projects such as *The Gotham Grammarian* + *The City Moon* newspaper
- * Keep the *The Daily Moose* blog (ongoing personal journal/art project) @ 5cense.com
- * Freelance design for other presses + organizations including *Crunch Fitness*, *Action Books* + *InsideOut*
- * Recently ventured into music production, releasing 3 albums.

Scholastic - NY, NY (2009)

Web Producer. Managed the production of educational microsites for sponsors of Scholastic.com.

The MDG Centre - Nairobi, Kenya (2008 - 2009)

Freelance Web Developer. Created + maintained the MDGCentre.org website (now millenniumvillages.org).

Millennium Promise - NY, NY (2008)

Web Content Manager responsible for all aspects of digital media creation + management, including a complete redesign of website. Doubled site traffic during my tenure.

Heavy.com - NY, NY (2007 - 2008)

Senior Product Developer for user-uploaded video/social networking site. Developed new applications + features, including a redesign of the homepage.

Freelance information architecture, design, web production & writing (2004-2006). Clients included:

- * **BMG/Columbia House** - gathered business requirements from stakeholders, developed wireframes, specs, site maps + flows, + worked with IT to facilitate production
- * **MTVN/Comedy Central digital media group** - managed scheduling, resource allocation + technical implementation of multiple web development projects
- * **The Princeton Review + Triumph Learning** - developed/wrote online + print assessment materials in K-12 education
- * **Sony BMG** - wrote technical architecture documents for digital media delivery systems.

Napster/pressplay - NY, NY (2001 - 2004)

IA/Producer for pressplay + Napster digital music services.

- * Managed all aspects of digital content production with an emphasis on design + copy
- * Tracked + reported on status of deliverables against production schedules
- * Served as a liaison between business development, marketing, operations + programming teams to acquire + document requirements, turn them into design wireframes + specifications, coordinate art mock-ups + technical development, + shepherd projects through to completion.

Universal Music Group - NY, NY (2000 - 2001)

IA/Technical Writer for Universal Music online music division. Documented all aspects of the digital music production + download system.

Bell + Howell - Tucson, AZ (1999 - 2000)

IA/Technical Writer for company developing mail processing systems.

Opus 2 Revenue Technologies, Inc. - Portsmouth, NH (1997-1998)

Programmer/Technical Writer for company developing hotel yield management software.

Field Geologist for **Geotemps**, **Zonge Intl**, **BHP**, **Kennecott** + other clients (1995-1997)

Crew Chief for a variety of geological + geophysical surveying jobs in mineral exploration + environmental geology throughout North America.

University of Arizona - Tucson, AZ (1991 - 1994)

Teaching Assistant for undergraduate physics labs. Research Assistant in the development of an astrometric solar telescope (SCLERA). Also worked as a Tutor/Mentor for the Office of Minority Student Affairs.

University of Arizona - Masters in Physics, May 1994

University of California at Santa Cruz - Bachelor of Arts in Computational Mathematics, June 1990

- * Strong + varied computer skills including the entire Adobe CC suite
- * Fluent in Spanish + Italian, some French
- * Took Edward Tufte's 2-day course in information design + data visualization

school
misc.