

# Cécile Williams

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## SUMMARY OF QUALIFICATIONS

- Strong background in instructional and entertainment technologies.
- 6+ years experience developing high-end interactive multimedia educational programs.
- Outstanding ability to quickly learn and apply new technologies.
- Excellent team player, collaborator, as well as proven ability to work independently.

## EDUCATION

**Carnegie Mellon University**, Pittsburgh, PA  
**M.E.T. ([Masters of Entertainment Technology](#))**, May 2004  
**Manhattanville College**, Purchase, NY  
**B.A.** Computer Science, **B.F.A.** Fine Arts with Minor in Art History, May 2002

## EXPERIENCE

October 2010 –  
March 2011

**Lead Flash Developer** (contract)  
Matrix Simulations, L.L.C., Lebanon, NH. <http://www.unmc.edu/cce/vmhc>

- Develop the Virtual Mental Health Clinic, a web based multimedia training program.
- Oversee creative team, program project structure, UI, and interactive features using Flash CS5.

June 2010 –  
Present

**Flash Game Programmer** (contract)  
Tiltfactor Laboratory, Dartmouth College. <http://www.tiltfactor.org/metadata-games>

- Metadata Games are open source, online games for augmenting access to archival records.
- Built several Flash games including a two-player turn-based game where one player tries to guess his partner's image from a group with the help of clues.

December 2009 –  
May 2010

**Multimedia Artist/Lead Flash Developer**  
Interactive Media Laboratory, Dartmouth College.  
Virtual Medical Incident Management Institute: <http://iml.dartmouth.edu/education/pcpt/vmimi/mms>

- Teaches the concepts fundamental to managing medical surge to health care professionals.
- Collaborated with lead programmer to set up a new project infrastructure.
- Programmed nearly all activities in the program.

July 2009 –  
December 2009

Dartmouth Smoking Resources: <http://iml.dartmouth.edu/education/dsr>

- Interactive curriculum on treating tobacco use and dependence.
- Re-used and improved AS3 code written for previous project which allowed for a fast turnaround.
- Structured project to allow for various uses from a single code base (i.e. classroom/individual, etc).
- Supported team of artists and developers by adding requested features and reviewing their work.

October 2008 –  
May 2010

Genetics in Clinical Practice: A Team Approach: <http://iml.dartmouth.edu/education/cme/genetics-dtc>

- Originally developed in 2002, this program trains health care providers to take care of patients with disorders or who have concerns about genetic disorders through the use of simulated patients.
- Lead role in recreating program in Flash CS4 using AS3 so it could be made web-accessible.
- Programmed code library to allow scripters with limited Flash knowledge to add content to the program in a similar way to the in-house programming engine they were familiar with.

March 2008 –  
October 2008

Virtual Training Response Academy EE: <http://iml.dartmouth.edu/education/pcpt/vtra/ops-plus/2.0>

- This expanded edition of VTRA, released in January 2010, includes additional 3D simulations focusing on chemical weapons scenarios.
- Designed two additional Quake II game levels including textures and models.
- Created Flash website to highlight the program and promote sales.

January 2007 –  
March 2008

Sexual Assault: Forensic and Clinical Management: <http://iml.dartmouth.edu/education/cme/sae>

- SAE provides expert instruction for health care professionals who may care for sexual assault patients, and may be called to testify about that care.
- Scripted content and created graphics including forensic medical report forms that the user must complete while conducting an examination on a virtual patient.
- Produced Flash website to advertise the program.

June 2004 –  
January 2007

Virtual Training Response Academy: <http://iml.dartmouth.edu/education/pcpt/vtra/ops-plus/1.0>

- VTRA is a multimedia program teaching terrorism-response training to first responders.
- Designed and built Quake II game levels used for 3D simulations including models and textures.
- Programmed multimedia activities using in-house development tools.
- Adapted some of the program content to the web using Flash.

<p><i>Spring 2004</i></p> <p><i>Fall 2003</i></p> <p><i>Summer 2003</i></p> <p><i>Spring 2003</i></p> <p><i>Spring 2003</i></p> <p><i>Spring 2002</i></p> <p><i>Fall 2000 – Fall 2001</i></p> <p><i>Spring 2001</i></p>	<p><b>Heinz Career Portal</b>  <u>Entertainment Technology Center</u>, Carnegie Mellon University.  <ul style="list-style-type: none"> <li>• Designed an interactive website to help high school students make informed career choices.</li> <li>• Lead artist in charge of concepts, 2D art, 3D models and animations.</li> <li>• Collaborated directly with the Heinz Endowments and presented our ideas on a weekly basis.</li> <li>• Used Maya and Flash to create an interactive 3D virtual high school environment.</li> </ul> </p> <p><b>Jam-O-Drum</b>  <u>Entertainment Technology Center</u>, Carnegie Mellon University.  <ul style="list-style-type: none"> <li>• Produced games for the Jam-O-Drum, a four player audiovisual tabletop gaming platform designed to encourage musical collaboration through game play.</li> <li>• Modified and improved the 2D graphics and animations of a previously created game, DJ-Sez.</li> <li>• Created "Quad," a new game inspired by Snood, and made all the 2D graphics for it.</li> </ul> </p> <p><b>Artist/ActionScripter</b>  <u>Kodak Systems Concept Center</u>, Rochester NY.  <ul style="list-style-type: none"> <li>• Prototyped a web user interface using Flash to demonstrate a new way of putting together digital photo albums online using the help of an intelligent virtual character.</li> <li>• Integrated 3D and 2D characters in the application and programmed their interactions with the objects in the environment using Flash and ActionScript.</li> <li>• Contributed character concept art, and Flash character animations to the project.</li> </ul> </p> <p><b>Panda3D</b>  <u>Entertainment Technology Center</u>, Carnegie Mellon University.  <ul style="list-style-type: none"> <li>• Panda3D is an open source rendering engine originally developed by the Walt Disney Imagineering VR Studio that our team was developing further.</li> <li>• Built 3D assets in Maya along with their textures to include in demos of the new features added.</li> </ul> </p> <p><b>TableTopia</b>  <u>Entertainment Technology Center</u>, Carnegie Mellon University.  <ul style="list-style-type: none"> <li>• Research project combining a 3D virtual world and its physical representation where the player wears a wireless head-mounted display and can interact with virtual characters using physical props tracked by an optical motion-capture system.</li> <li>• Created concepts, models, animations, and textures for the 3D characters.</li> </ul> </p> <p><b>Creative Director Assistant</b>  <u>Sonneman Design Group</u>, Larchmont, NY.  <ul style="list-style-type: none"> <li>• Designed packages, brochures, catalogs and other projects for products designed by the company including some for the Ralph Lauren Home line.</li> <li>• Retouched product photographs for print in Photoshop and technical drawings in Illustrator.</li> </ul> </p> <p><b>Teaching Assistant</b>  <u>Manhattanville College</u>, Purchase, NY.  <ul style="list-style-type: none"> <li>• Multimedia, Computer Graphics, Animation, and Wire Sculpture courses.</li> </ul> </p> <p><b>Computer Graphics Intern</b>  <u>Smith-Baer Photo Studio</u>, Port Chester, NY.  <ul style="list-style-type: none"> <li>• Collaborated with photographer on projects including the company website.</li> </ul> </p>
<p><b>SKILLS</b></p>	<p><b>Multimedia &amp; Web:</b> Adobe Flash CS5, Actionscript 3, HTML, CSS, Adobe Premiere, Audacity  <b>3D:</b> Maya, Deep Paint, Deep UV, 3D Studio Max  <b>2D:</b> Adobe Photoshop, Adobe Illustrator, Quark Xpress  <b>Game Level Design:</b> GTKRadiant, QER, Gimp, Wally, NST, QME, Milkshape  <b>Languages:</b> Fluent in French</p>
<p><b>HONORS AND AWARDS</b></p>	<p>Dean's List, Manhattanville College: <i>All semesters, Fall 1998-Spring 2002.</i>  First place in the Fagin Award in the Visual Arts, Manhattanville College, <i>April 2002.</i>  Computer Science Departmental Honors, Manhattanville College, <i>April 2002.</i>  Fine Arts Departmental Honors, Manhattanville College, <i>April 2002.</i></p>