

# Derek White

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## Professional Experience

June 2009 to  
Sept 2009

*Scholastic, NY, NY*

**Web Producer.** Facilitated & managed the production of educational microsites for advertisers/sponsors of Scholastic.com.

Sept 2008 to  
May 2009

*The MDG Centre, Nairobi, Kenya*

**Freelance Web Developer.** Created the MDGCentre.org website.

Jan 2008 to  
July 2008

*Millennium Promise, NY, NY*

**Web Content Manager** responsible for all aspects of digital media creation and management, including a complete redesign of website, management of donor lists and mass emails, social networking outreach and monitoring of news. Doubled site traffic during my tenure.

May 2007 to  
Jan 2008

*Heavy.com, NY, NY*

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

Mar 2004 to  
May 2007

**Freelance information architecture, design, web production and writing. Clients included:**

- *BMG/Columbia House* (10/26 to 5/07)—gathered business requirements from stakeholders, developed wireframes, specs, site maps and flows, and worked with IT to facilitate production.
- *MTVN/Comedy Central* digital media group (12/05 to 10/06)—managed scheduling, resource allocation and technical implementation of multiple web development projects
- *The Princeton Review* and *Triumph Learning* (3/2004 to 12/2005)—developed and wrote online and print assessment materials in K-12 education
- *Sony BMG Entertainment* (7/05 to 9/05)—wrote technical architecture documents for digital media delivery systems

May 2001 to  
Mar 2004

*Napster/pressplay, NY, NY*

**IA/Producer** for pressplay and Napster digital music services.

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

Nov 2000 to  
May 2001

*Universal Music Group, NY, NY*

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

Dec 1999 to  
Nov 2000

*Automation Centre, Tucson, AZ*

**IA/Writer** for software company that developed project management applications.

Jan 1999 to  
Oct 1999

*Bell + Howell, Tucson, AZ*

**Technical Writer** for company developing mail processing systems.

Sept 1997 to  
Dec 1998

*Opus 2 Revenue Technologies, Inc. Portsmouth, NH*

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

Aug 1991 to May  
1994

*University of Arizona, Tucson, AZ*

**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 Math and Science Learning Center under an NSF grant.

## Education

University of Arizona, *Masters in Physics*, May 1994

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

## Other Skills and Interests

- Fluent in Spanish (lived and worked in Mexico for 5+ years)
- Strong computer skills on a variety of platforms using many different applications
- Founding editor and publisher of *Calamari Press* and *Sleepingfish* literary/arts magazine. Edit and design books, create cover art and develop promotional websites.
- Writer, photographer and visual artist with many web and print publications.