

# ART HOLLAND

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Los Angeles, California 90027  
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**OBJECTIVE:** Seeking an **Android Developer** position.

**QUALIFICATIONS:**

- Three native apps published in the Google Play store in 2013/14: **Predicter** – Collaborative predictions, **FlipFlik** – A video app presenting the best of last night’s late night TV and **ThingStock** – Photo-centric, social/personal inventory management and trading. I designed and built these apps using Android Developer Tools, Java and Parse for the back-ends.
- Web and Mobile app development using ColdFusion, Flex, HTML, CSS, JavaScript, MySQL, SQL Server.
- Knowledgeable in: managing IT projects and departments, designing/developing systems and analyzing/managing finances for startup to large corporations.
- Excellent interpersonal communication skills, relate well with decision makers, executives, co-workers and people from diverse backgrounds.

**EMPLOYMENT:**

- 2/14 to 4/14                      **ANDROID CONSULTING**                      Los Angeles, CA  
**Android Developer:** Assist startup in developing Android app from scratch. Focus on consuming JSON and Google Maps.
- 2011 to 2012                      **NONFAT MEDIA**                      Los Angeles, CA  
**Web Developer:** Responsible for maintaining ColdFusion/SQL Server based website. Extensive use of JavaScript/jQuery. Agile development environment.
- 1998 to Present                      **SPLARKY**                      Los Angeles, CA  
**Chief Executive Officer:** Responsible for founding this cutting-edge streaming media consulting company known for creating beautiful, well-designed web media projects. Manage all aspects of marketing, finance and technology. Contracted with various companies including working with a green appliance start-up company handling their financial systems and technology.
- Created KindleVision for ThinkBox’s KindlePark project that seamlessly integrated streaming video with thematic designs and received favorable Time Magazine reviews, also served as their acting CTO for 6 months.
  - Designed and created Nickelennium, Nickelodeon’s millennium website that presented interactive media and videos for children worldwide.
  - Designed and created numerous Macromedia Director projects for TV Land.
- 1995 to 1998                      **DISNEY ONLINE**                      North Hollywood, CA  
**Vice President - Software:** Managed and developed a team of 15 programmers for initial and ongoing development of the service. Guided online software development from inception to initial success while coordinating with creative and senior management. Communicated and established professional relationships with vendors to ensure optimal implementation/operations of current technologies and remain on the leading edge of new technologies.
- Instrumental in creating Disney Online and making it competitive by utilizing leading edge technology.
  - Worked with all Disney divisions to build out initial websites.

- 1986 to 1994  
1991 to 1994
- DISNEY STUDIOS Burbank, CA  
**Executive Director** - *Information Systems*: Supervised the technology needs of the studio's production departments. Researched, acquired, developed and supported operational software. Oversaw up to 12 technicians and 10 programmers. Deployed hundreds of PCs and built several LANs to meet the studio's growing demands. Investigated technology trends and integrated tools appropriate for Studio usage.
- Designed and created software development projects, including the Feature Animation Production Management System that served as core infrastructure for managing many of Disney's most successful projects.
  - Received authority to create an R&D department of 5 employees that successfully deployed computer graphics technologies throughout the studio.
  - Directed the build-out of Studio IT functions for 6 months in Western Europe.
  - Spearheaded the development of the initial disney.com website in 1993, based on prototype presented to senior management.
- 1989 to 1990
- Director** - *Distribution Accounting*: Supervised 20 accountants, responsible for financial reporting, analysis and budgeting. Automated and streamlined operations by successfully deploying new technologies.
- Dramatically lowered cost of providing system needs. Superseded combining mainframes and manual work with effective implementation of PC technologies.
  - Greatly enhanced productivity and morale through the implementation of the company's first production LAN, email and shared calendar systems.
- 1987 to 1989
- Finance Manager** - *Network TV*: Performed as intermediary between Network Television Management and Studio Financial Management.
- Developed division budgets, financial forecasts and analysis.
- 1986 to 1987
- Senior Financial Analyst**: Hired to develop computer-based financial models and perform financial analysis of studio deals.

#### TECHNICAL SKILLS:

*Operating systems*: Android, iOS, Mac, Windows.

*Development Tech*: Java, Eclipse, Parse, SQL, ColdFusion, JavaScript, HTML5, CSS, Subversion.

*Methodologies*: Agile, Scrum.

#### EDUCATION:

UNIVERSITY OF CALIFORNIA, SANTA BARBARA	Santa Barbara, CA
<b>Master of Arts Degree in Economics</b>	
UNIVERSITY OF CALIFORNIA, LOS ANGELES	Los Angeles, CA
<b>Bachelors of Arts Degree in Economics</b>	