

# Terri Kramer

225 DOWNEY ST. #1  
SAN FRANCISCO, CA 94117  
(415) 509 - 7426  
TERRI@PATTERNBREAK.ORG  
[WWW.PATTERNBREAK.ORG](http://WWW.PATTERNBREAK.ORG)

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## 1 At a Glance

- Expert-level HTML/XHTML and CSS
- Expert in developing browser-neutral code – Firefox, Safari, Internet Explorer 6.0 and up
- Good eye for design – methodical about pixel-perfect layouts, lining up elements on a grid, and producing the best typography possible using web fonts
- Excellent Photoshop skills – can reproduce designs with precision
- Experience building E-Commerce site templates – PDG Commerce and Zend platforms
- Experience customizing blog templates – Wordpress and Apache Roller
- Experience working with: Javascript, Flash, JavaServer Pages, Apache Velocity, PHP, Ruby on Rails, Subversion
- Obsessed with Web Standards and Best Practices

## 2 Work History

### 2.1 Web Developer / UI Designer, Plausible Labs Cooperative

*San Francisco, CA (October 2008 – present, part-time)*

Plausible Labs is a company I started with Landon Fuller to develop iPhone applications. My responsibilities at Plausible Labs are primarily as a Designer; creating UI elements using Photoshop and Interface Builder, and producing marketing collateral for the web. We have released one application to date:

- Peeps: <http://www.plausiblelabs.com/peeps/>

### 2.2 Web Developer, Three Rings Design

*San Francisco, CA (August 2007 – October 2008)*

Three Rings Design is a San Francisco-based developer of online games. I was responsible for maintaining and developing all of their web assets. I primarily worked on the site for their flagship game, Puzzle Pirates, for which I led a complete site redesign in June 2008. The Puzzle Pirates site uses a custom tag library built with JSP and gettext for localization.

- Puzzle Pirates: <http://www.puzzlepirates.com>

Other responsibilities at Three Rings included: developing HTML newsletters, affiliate micro-sites, web analytics, and light graphic design work for web and online advertising.

### 2.3 Office Manager, Three Rings Design

*San Francisco, CA (July 2006 – August 2007)*

Three Rings had just recently accepted investment funds and needed someone to oversee their expanding office space. During my tenure as Office Manager, the company grew from 18 to 30 employees. I managed all steps in the staff recruiting process, including being the first filter-point for resumé.

To accommodate a growing staff, the company had recently moved into a downtown loft which was virtually empty when I came on board. I worked with the design team at Because We Can to build out the interior office space into a Jules Vern-inspired fantasy:

- Photo Essay: [WIRED.com](http://WIRED.com)

Other responsibilities as Office Manager included: day-to-day accounting using QuickBooks, game-related billing support, acquiring office snacks and meals, managing contests and prize distribution for Puzzle Pirates, and coordinating office parties and monthly game nights.

## 2.4 Co-Manager, Samovar Tea Lounge

*San Francisco, CA (December 2005 – July 2006)*

- Ensured smooth running of day-to-day business operations
- Managed front of house staff (10 employees)
- Took the helm when the Captain was away

## 2.5 Arts and Editorial Intern, Independent Arts & Media

*San Francisco, CA (July 2005 – November 2005)*

- Edit monthly newsletter (“Bay Area Events Listings”)
- Wrote short features for monthly events newsletter (gallery, artist, and event profiles)
- Prepared HTML newsletter (“News You Might Have Missed”) for web distribution
- Internet research and fact checking

## 3 Education

### 3.1 California College of the Arts, Extended Education

*San Francisco, CA (Fall Semester, 2007)*

- Intro to Graphic Design
- Intro to Typography

### 3.2 Humanities, San Francisco State University

*San Francisco, CA (1999 – 2005)*

- Focus on European Cultural Studies
- Heavy expository essay writing
- Completed 12 units in Cinema Studies: History, Production, and Theory