

JOHN WEIR

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Professional History

Technical Skills

Ruby
Java
XHTML & CSS
PHP
Javascript
ActionScript 2.0
Processing (Java based language)
SQL and Database design

1995 ~ Now Independent
Coder, designer and director for projects ranging from book design to designing databases for monitoring congressional data or writing real-time video filters.

1993 ~ 1995 Halestorm Inc.
Lead artist and animator on projects ranging from Gameboy titles to CD-ROM products. Controlled game design, graphic design and art direction.

Clients

Mackenzie Cutler, Frederick Wiseman, Slater Bradley, Big Spaceship, The Onion, Nike, IBM, Silicon Graphics, Oracle, Harvard University, Stanford University, International Herald Tribune, Winamp, OSCOM, Yahoo!, Levi Strauss, Fork Germany, Factor Design, Odopod, and Art in General

1991 Virgin Games
Artist and animator for various video game titles for Game Gear, Super Nintendo, Sega Genesis and other game platforms

Projects of Note

Noteworthy

Speaker at Society for News Design in 2002.

Featured in *Size Matters* from Rotovision.

Press in USC's Online Journalism Review, contributor for Create Magazine and HTML.itv

2006 Lifetime Achievement Award
Designed and produced this large format, 192 page, book with film and video artist Slater Bradley.

2000 ~ 2001 International Herald Tribune iht.com
Architected, designed and coded the interface for this acclaimed Paris based news site.

2002 Berkman Center Harvard University
Application design for online story telling and authoring application.

2002 ~ 2003 OSCOM Open Source Content Management
Print, web design and consulting for Swiss based non-profit group and conference.

1999 ~ 2000 Toy War
Assisted Austrian art group, eToy, in their legal and media battle against Etoys.com, U.S. based online toystore.