



LON KOENIG

1367 Willow Street #253
Minneapolis, MN, 55403
(612) 965-6305

WORK HISTORY:

1998-present [Lon Koenig Productions](#), Minneapolis MN

Director of Interactive Development

- Designed and built many commercial web sites. Specializing in alternative media like 3D, mobile, video and virtual reality.
- Developed proposals, project plans, and budgets for a number of local new media developers.
- Designed and built a secure distributed file delivery system for a leading shareware distributor.
- Designed and implemented interactive and internet-connected kiosks for multiple clients including Marshall Field's.
- Lead the creative and technical teams for interactive CD-ROMs and DVDs for many clients including Xerox.
- Created computer animations and digital video for web, broadcast, kiosk, and CD-ROM.
- Delivered highly interactive Shockwave and Flash components for educational and corporate clients.
- Prepared streaming media using advanced compression and preparation techniques.

1998-present [Risdall Marketing Group](#), New Brighton, MN

Chief Technical Officer

- Lead developer for "non-web" applications including avionics, GPS, and mobile applications
- Helped design network security, backup, and disaster recovery protocols for a mixed platform environment.
- Built 3D and mobile web applications.
- Created Kiosk, digital signage, and other content distribution systems.
- Sole developer on a number of in-house "Social" applications based on Twitter and Facebook.
- Consulted on Streaming media and IP TV projects.
- Network, DNS, and server administration on multiple platforms.

2007-2008 [ZAM Network](#), Minneapolis MN

Project Manager/ Acting CTO

- Managed a technical team maintaining servers with millions of visitors a day.
- Directed the development of a complete news portal publishing site in 20 weeks.
- Created and implemented a Social Networking strategy including the production of Facebook, Google, and MySpace applications.
- Bridged the gap between Advertising Operations and the technical teams to increase available ad types.
- Managed the development schedules for dozens of projects.
- Recruited top talent for all aspects of the growing business: Visual design to server maintenance.
- Worked with the technical teams to improve Search Engine Optimization across all sites.

2001-2007 Lon Koenig Productions (see above)

2000-2001 [Learning Outfitters](#) Excelsior, MN

Director of Development

- Directed multiple creative and technical teams producing web sites based on state educational standards.
- Designed and implemented web and database architecture for a highly scalable and secure educational software publishing system.

- Reduced development cycles from months to weeks.
- Created educational Shockwave and Flash applications with server-based performance tracking.

1998-2000 Lon Koenig Productions (see above)

1997-1998 [IVL Inc./ Juntunen Media Group \(SixtyFootSpider\)](#) Minneapolis, MN

Director of Interactive Media

- Co-designed an important kiosk installation for Northern States Power at the Mall of America.
- Designed and implemented CD-ROMs featuring video and virtual-reality technologies.
- Served as "Techie-Creative Translator" for advertising agencies and design firms.
- Provided technical analysis for proposal and bid creation.
- Lead development of digital video creation and compression services.

1995-1997 [Risdall Advertising Agency/RLA/Digital Habitat Partnership](#) New Brighton, MN

V.P. of Interactive Magic

- Co-founded "Digital Habitat" division of Risdall Advertising. The agency was selected as a Creative Alliance Program member by AT&T WorldNet for the creation of web sites and other electronic commerce vehicles. RLA was also selected by 3M as an Approved Vendor for interactive materials. In 1997, RLA made [AdWeek's](#) list of "The Top 50 Interactive Agencies."
- Researched, created, and implemented online marketing plans for advertising clients.
- Lead development effort on more than 90 web sites for over 70 customers.
- Authored (with other Digital Habitat partners) technical chapters of *HTML & Web Publishing Secrets* (IDG).
- Developed interactive sales presentations for national software publishers including Lawson Software and The Learning Company.
- Served as Webmaster for over 30 commercial sites.
- Built multi-server interactive web sites utilizing graphics, video, databases and sound.
- Created commercial presentations, kiosks, and CD-ROM catalogs for national corporations.
- Trained staff in development tools (everything from Photoshop to Director to JavaScript).

1995-1996 WorldClassifieds Corp. Minneapolis, MN

Director of Development

- Researched, wrote, and implemented marketing plan for "online" side of the business.
- Managed all aspects of software and hardware for corporate web site.
- Hired and managed contractors to fulfill software development plan.
- Created a high-capacity, high-performance data-driven web site - under budget!

1993-1995 BST Productions Inc. St. Paul, MN

Producer/Designer

- Developed (storyboard through duplication and packaging) retail CD-ROM products from existing video titles.

1992-1995 [MECC/The Learning Company](#) Minneapolis MN

Senior Systems Programmer

- Member of the Edutainment Software Home Market research team.
- Key contributor to MECC's K-4 math design teams. Educational goals ranged from pre-counting exercises to an introduction to Chaos Theory.
- Extensive professional experience with popular multimedia development tools.
- Wrote effective and maintainable programs in many computer languages (6502, 65816, 6800, 8085 Assembly language, BASIC, Pascal, C, C++, Lingo).
- Sought out by other staff programmers for assistance with software and algorithm design.
- Used a MIDI-based studio to create original music and sound effects for computer programs.
- Recorded and engineered audio for many Mac and Windows titles.

1983-1991 [Sunburst Communications](#) Rochester MN

Computer Programmer/Software Designer

- Produced internationally published educational software including several projects with Jim Henson Productions, Inc.
- Member of Sunburst design team which created highly interactive programs based on the NCTM's curriculum guidelines.
- Collaborated with experienced educators to design products that encourage student participation.
- Researched educational strategies for use in award-winning software design.
- Developed assembly-language libraries and utilities for use by staff programmers.
- Updated over 25 products for use in a networked environment.

1981-1983 CAPS Project ([School District 535](#)) Rochester MN

Computer Programmer

- Member of educational research team that developed the "Problem Solving Skills Matrix" which was later adopted by Sunburst Communications.

TECHNICAL ABILITIES:

- Familiar with all the popular Social Networking APIs.
- Comfortable with real-time hardware integration including programming for serial controllers and other devices.
- Extensive professional experience with popular multimedia development tools on multiple platforms.
- Highly experienced with computer-based digital video, specializing in video compression.
- Professional sound and video studio experience.
- Database experience includes MySQL, Microsoft Access, Microsoft SQL Server, Oracle, FileMaker, and PostgreSQL.
- Familiar with popular development environments and operating systems. (Everything from Apple II's to UNIX, Windows 7, iOS, and Mac/OS.)
- Extensive experience programming microcontrollers in Assembly Language. Currently experimenting with Arduino and related technologies.
- Successfully completed commercial products in many computer languages including perl, ASP (VBScript), C, C++, SQL, Java, JavaScript, Lingo, Objective-C (iPhone), PHP, CFML (ColdFusion), ActionScript and Assembly Language.

REFERENCES

Excellent references available upon request.

Lon can be reached at:

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