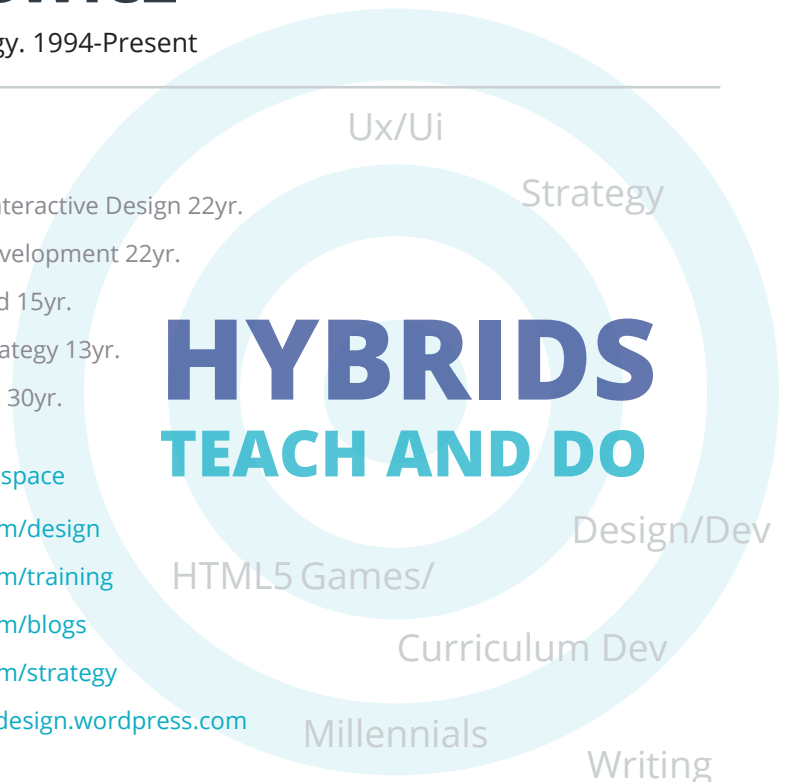


# Dr. Pete Markiewicz

Teacher, Designer, Developer, Startup Strategy. 1994-Present



- Design ○ Web Graphic, App and Interactive Design 22yr.
- Programming ○ Teaching, Curriculum Development 22yr.
- Teaching ○ Design Basic to Advanced 15yr.
- Millennials ○ Generational Theory, Strategy 13yr.
- Biology ○ Life Science Foundations 30yr.
- Dev ○ <http://github.com/pindiespace>
- Design ○ <http://www.plyojump.com/design>
- Teaching ○ <http://www.plyojump.com/training>
- Writing ○ <http://www.plyojump.com/blogs>
- Strategy ○ <http://www.plyojump.com/strategy>
- Theory ○ <http://sustainablevirtualdesign.wordpress.com>

**Linkedin:** <http://linkedin.com/pindiespace>  
**Github:** <http://github.com/pindiespace>

## TEACHING



Daymar,  
Columbia College  
2001-Present

### ○ Web and Interactive Design, Teaching and Curriculum Development

Developed course, syllabuses, student specializations, competencies in Ux, Web Design, Web Development, Information Architecture, and Advertising for the Graphic and Web Design (GWDA) program. Taught courses in same.

Fund. Web Design	Intermediate Web Design	Information Architecture
Advanced Web Design	Interaction Design	Design for Mobile
E-Commerce Site Design	Mobile and Social Game Design	Game Programming
User Experience	Ux - Prototyping	Ux - Project Development
Fund. Web Programming	Intermediate Programming	Client-Side Programming
OOP Programming	Server-Side Programming	Database Concepts
Content Management Systems (CMS)		

### ○ Graphic and Interactive Design, Teaching and Curriculum Development

Developed and taught courses, defined syllabus competencies, student specializations in Ux, Web Design, Web Development and Digital Marketing for Columbia College GDIM program.

Web Development I, II, III	VR/AR/MR	Ux, Basic and Advanced
Design for Mobile	Intro to Databases	Experimental Design Trends
Web Design for Commercial Projects		

Art Institutes  
Columbia College  
2001-Present

Instructor and Curriculum Dev, Liberal Studies

Taught classes in media theory and college-level mathematics to Design students.

Cyber Theory

Quantitative Literacy

College Algebra

## TECH SKILLS

CURRICULUM DEV	● ● ● ● ● ● ● ●	HTML5	● ● ● ● ● ● ● ●
UI / UX DESIGN	● ● ● ● ● ● ● ●	CSS3	● ● ● ● ● ● ● ●
UX TRAINING/SEMINAR	● ● ● ● ● ● ● ●	JAVASCRIPT	● ● ● ● ● ● ● ●
WEB DESIGN & DEV	● ● ● ● ● ● ● ●	ACTIONSRIPT	● ● ● ● ● ● ● ●
DIGITAL MARKETING	● ● ● ● ● ● ● ●	PHP	● ● ● ● ● ● ● ●
WEB WRITING	● ● ● ● ● ● ● ●	MYSQL	● ● ● ● ● ● ● ●
WEB VIRTUAL REALITY	● ● ● ● ● ● ● ●	NODEJS	● ● ● ● ● ● ● ●

## CLIENTS

Various  
2019-Present

### Curriculum Design and Development

CrossDevelop courses in Web Design, UX, Web Development. Individual courses, also entire new programs at college and graduate level. PDOs and CLOs, course design, course content, testing, evaluation.

Logix  
2019-Present

### Corporate Training, Ux and Design Thinking

Cross-department Ux training for a major credit union, to help implement Ux customer-centric strategy and Design Thinking. Trained multiple departments via multi-day seminars and work shops in Ux and Design Thinking.

Various  
2016-Present

### Consulting, Virtual Reality Application

Strategy for developing virtual reality applications using the WebVR/XR JavaScript API. Support in design, Ux, coding, and hiring developers for the project. Interaction Design, Wireframes, prototypes. Usability Testing. Clients include LLA, LegendVR, Ohzone.

Novy Utd.  
2006-Present

### Design, WordPress, Programming, Digital Marketing

Analyze, design, and program for a set of clients in the games and apps industry. Develop SEO, SEM, Digital Marketing strategies for clients. Created WordPress plugins

Evolvent  
2006

### Virtual World and VR Consultant

Strategy consultant for US government contractor developing models for PTSD treatment of veterans within virtual and augmented reality (Second Life).

OW! Entert.  
2006-2012

### Virtual World & VR Research and Business Models

Developed business strategy, business model and formal business plan for virtual reality company seeking investment. Research into virtual worlds, Virtual and Augmented Reality. Investigate WebVR for browser-based Virtual Reality.

## STARTUP



**Indiespace**  
1994-Present



### The First Web-Based Arts & Entertainment Company

Co-founded with entrepreneur Jeannie Novak in 1994. The first web-based company to promote and sell independently-produced music, film, entertainment properties, create standalone web presence for Arts & Entertainment industry.

03.1994  
04.1994  
05.1994  
07.1994  
07.1994  
01.1995  
03.1995  
01.1995  
02.1996  
03.1998  
01.2002  
01.2009

Launch online  
Daily Variety  
First CD Sale via the Web  
CNN  
Entertainment Weekly  
First Web Hosting company for arts & entertainment  
Secure sales via customer e-commerce package  
Consult, create strategy & websites and hosting for record labels, film, other  
Proto blogging  
Initial Investment  
Conversion from direct sales to consulting  
Game PR emphasis

## SEMINARS



**WAID**  
2019



### World IA Day Speaker Panel: Emergent Qualities (VR/AR)

Speaker on panel for Emerging technologies - VR, AR, MR, XR. The role of design in ensuring that immersive technologies ensure both freedom and safety for users.

**WEBVR**  
2016-present



### Los Angeles WebVR Meetup

Organizer and primary speaker for meetup.com group dedicated to web-based solutions to virtual reality (VR), augmented reality (AR) and mixed reality via the WebVR JavaScript API.

**USC**  
2008-2012



### CTM Millennials and Technology Workshops

Trained executives and graduates in the features of the "Millennial" generation (born 1982-2002) according to the Strauss & Howe generational model. Focus on the integration of the newest US generation into business and work environments. Executive Leadership Program (ELP), Advanced Management Program (AMP).

**CAL POLY**  
2012



### Millennials as Students, Citizens, and Employees

Seminar for young business leaders on the impact of the Millennial generation on the workforce and business.

**EDMC**  
2007-2014



### Millennials in Education (Art Institutes)

Seminars for Ai faculty and staff detailing the likely impact of Millennials in education, teaching styles, careers, and management.

**DM WIRE**  
2007



### Digital Media Wire Panel on Millennials

Seminar for young business leaders on the impact of the Millennial generation.

## CV - PUBLICATIONS



### MILLENNIALS

#### Books

2004

- **Millennials and the Pop Culture (2004)**  
Strategies for a new generation of consumers. Describes features of the Millennial Generation and their likely adoption of technology between 2004-2024.

#### Articles

2003-Present

- **Who's Filling GenY's Shoes (2003)**  
Brandchannel August 2003  
[http://www.brandchannel.com/features\\_effect.asp?pf\\_id=156](http://www.brandchannel.com/features_effect.asp?pf_id=156)

### INTERACTIVE

#### Blogs

2008-Present

- **Design and Development**  
Sustainable Virtual Design (a sustainability theory for the web and interactive media), <http://sustainablevirtualdesign.wordpress.com>
- **OW! Virtual Reality Blog** (virtual reality and worlds-based storytelling)  
<http://owentertainment.biz>

#### Books

2016

- **Sustainable WebDesign** (primary author Tim Frick)  
Wiley. ISBN: 0471294098. 368p. /support, content, interviews, editorial review.

1998

- **Webdeveloper.com Guide to Producing Live Webcasts (1998)**  
Wiley. ISBN: 0471294098. 368p. /w Jeannie Novak

1997

- **Internet World Guide to Maintaining & Updating Dynamic Sites (1997)**  
Wiley. ISBN: 0-471-24273-X. 365p. /w Jeannie Novak

1996

- **Creating Internet Entertainment: A Complete Guide For Web Developers and Entertainment Professionals (1996).**

#### Articles

2013

- **10 Tips for Sustainable Web Design (2011)**  
InspiredM website, P. Markiewicz

2012

- **Save the Planet through Sustainable Web Design (2011)**  
Creative Bloq Online, P. Markiewicz

1994-1996

- **Dawn of the Web**  
Cyberlaw. California Lawyers for the Arts Proceedings. Novak, J., and Markiewicz, P. **Setting Up Shop: The Kaleidospace Experience** (1995), Internet World Magazine. Novak, J, and Markeiwicz, P. iMPulse Magazine, **The Music Industry Goes Online** (December 1994), **Transactions over the Net** (January 1995), **The Net as an Entertainment Medium in Its Own Right** (April 1995), **Using the Web for the Entertainment Industry** (1994), Novak, J, and markiewicz, P.

# ACCOMPLISHMENTS

## TIMELINE

- 2019**
  - Corporate Seminars and Training in Ux, Design Thinking, VR/AR**

Developed software, documentation, blogs, training, seminars, and "UX inVR" analysis for WebVR/XR JavaScript API enabling VR, AR, Mixed reality in web browsers.
- 2016**
  - Freelance Ux**

Ux research, audience definition, interaction design, Ui development, prototyping. Created functional prototypes for augmented and virtual reality applications in educational and fashion industry.
- 2011**
  - Sustainable Web Design Theory**

Developed theory of sustainability for the web, using sustainability models from architecture and industrial design Collaborated with MightyBytes and Tim Frick.
- 2010**
  - Web and Graphic Design Program**

Curriculum Development for Art Institutes GWDA program.
- 2008**
  - Millennials Redux**

Develop Millennial theory to include adoption of virtual worlds, virtual reality, behavior in the workplace.
- 2006**
  - DARPA Grand (Robotics) Challenge.**

Managed development of self-driving car, and entry in DARPA contest. Team got to the second of three selection rounds.
- 2004**
  - Interactive Design Program**

Curriculum Development for Art Institutes WDIM program.
- 2002**
  - Indiespace**

Shift Indiespace from Services to Consulting in web tech and generation analysis.
- 1998**
  - Webmaster, Santa Monica College**

Redesigned and developed main campus website. Create faculty intranet with personal home pages.
- 1994**
  - Kaleidospace (later Indiespace)**

Depart for the Internet. Co-Found Indiespace (Kaleidospace) with Jeannie Novak, the first arts and entertainment website featuring sales and downloads on the "World Wide Web."

## EDUCATION

- Doctorate**  
1978-1984
  - University of Chicago, Molecular and Cell Biology**

Work in DNA and Protein engineering, evolutionary biology of high-temperature micro-organisms, publications in top science journals including Science (see ResearchGate)
- Undergraduate**  
1974-1978
  - Loyola University New Orleans, Biology**

