Dr. Pete Markiewicz

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

Design	⊙	Web Graphic, App and Interactive Design 22yr.
Programming	⊙	Web-Based Programming Languages 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/writing
Strategy	⊙	http://www.plyojump.com/strategy
Theory	⊙	http://sustainablevirtualdesign.wordpress.com

HYBRIDS
TEACH AND DO

Ux/Ui
Strategy
Design/Dev
HTML5 Games/
Education
Millennials
Writing

TRAINING

Art Institutes
2001-Present

Training and Curriculum Dev, Web and Interactive Design

Trained and managed over 2,000 students in Web and Graphic as well as Design Foundations. Helped develop "flipped" online/offline courses for Graphic and Web Design (GWDA) program.

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)		

Training and Curriculum Dev, Advertising

Taught and manged over 50 students, developed online/offline "flipped" courses in Digital Marketing, Online Community Development, Content Marketing.

Interactive Advertising	Digital Media Campaigns	E-Commerce Strategies
Online Community Management		

Art Institutes
2001-Present

Instructor and Curriculum Dev, Liberal Studies
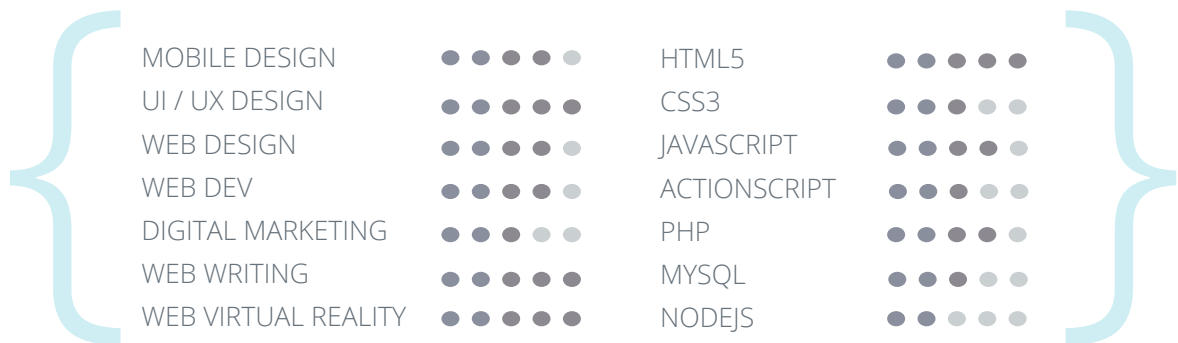Taught classes in media theory, plus college-level mathematics to Design students.

Cyber Theory   Quanitative Literacy   College Algebra

TECH SKILLS

MOBILE DESIGN	● ● ● ● ○	HTML5	● ● ● ● ●
UI / UX DESIGN	● ● ● ● ●	CSS3	● ● ● ● ○
WEB DESIGN	● ● ● ● ○	JAVASCRIPT	● ● ● ● ○
WEB DEV	● ● ● ● ○	ACTIONSCRIPT	● ● ● ○ ○
DIGITAL MARKETING	● ● ● ○ ○	PHP	● ● ● ● ○
WEB WRITING	● ● ● ● ●	MYSQL	● ● ● ● ○
WEB VIRTUAL REALITY	● ● ● ● ●	NODEJS	● ● ● ○ ○

CLIENTS

Legend VR
2016-Present

Consulting, Virtual Reality Application
Advise on development of virtual reality application using the WebVR JavaScript API. Support in design, Ux, coding, and hiring developers for the project.

Ohzone
2016-Present

UX and Interaction Design
Analyze experience and develop Interaction Design Strategy for client creating mobile augmented reality (AR) application allowing virtual "try-ons" of clothing via smartphone interface. Market research, Personas, Scenarios, Storyboards, Wireframes, ID diagrams.

Novy Utd.
2006-Present

Design, 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 using HTML5, CSS/CSS3, JavaScript, PHP, MySQL.

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).

RMI
2008

Curriculum and Training Development
Developed training for RMI (RIch Media Institute) and taught classes to designers learnng programming from MySpace Los Angeles.

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 entrepeuner 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	Launch online
04.1994	Daily Variety
05.1994	First CD Sale via the Web
07.1994	CNN
07.1994	Entertainment Weekly
01.1995	First Web Hosting company for arts & entertainment
03.1995	Secure sales via customer e-commerce package
01.1995	Consult, create strategy & websites and hosting for record labels, film, other
02.1996	Proto blogging
03.1998	Initial Investment
01.2002	Conversion from direct sales to consulting

SEMINARS

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-*2011*

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.

FOE
2001-2003

Future of Entertainment
Seminars for musicians and songwriters analyzing the changes in music technology, delivery and styles created by the arrival 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

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)
InspriedM 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

2012 — WebVR API for Virtual, Augmented, Mixed Reality
Developed software, documentation, blogs, training, seminars, and "UX inVR" analysis for the new JavaScript API enabling VR, AR, Mixed reality in web browsers.

2012 — Digital Marketing
Web SEO, additional Digital Marketing work for clients, including Content Marketng, Inbound Marketing, writing for the web, social network promotion.

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

References on Request.