

OBJECTIVES

Create. Solve problems. Inspire. Tell stories. Change the world.

PROFESSIONAL EXPERIENCE

January 1997 - April 2002. Dreaming America Inc.
Principal, Creative Director, Designer, Programmer.

January 1997 - June 1998. Oregon State University Webworks.
Web Designer.

June 1996 - September 1996. Northwest Videoworks.
Intern.

AWARDS / PRESS

CMYK, issue 22 – Interactive Feature interview: “Booming After the Bust: A Web Designer’s Guide to Success”

Flash Forward 2003, Film Festival Finalist

Communication Arts Interactive Design Annual 8.

I.D. magazine’s 2001 Interactive Media Design Review, Bronze Award.

2001 SxSW Interactive Festival Website Competition, Finalist.

ALGA Biennial show, Summer 1998.

Judges Choice Award, PhotoZone Gallery 10th Annual Juried Photographic Exhibition.

Digital-Web Interview: http://www.digital-web.com/interviews/interview_2001-11.shtml

Discussion at Communication Art’s designinteract.com: <http://www.designinteract.com/insights/053001/>

undesign.org Feature: <http://www.undesign.org/undesigners/benish.html>

INTER-DISCIPLINARY EXPERIENCE

Oregon State University Senior Portfolio Class Guest Lecture, April 2002.

Disc-Jockey, KBVR-FM, Spring 1994 - June 1998.

OSU Information Services Workshop Instructor, Fall 1997.

Producer & Director, KBVR-TV, Winter 1994 - Spring 1996.

PROGRAMS

Photoshop

Flash

Freehand

BEdit

Sound Edit

Acrobat

Word

DISCIPLINES

Flash ActionScript

HTML

CSS

JavaScript

Photography

Video Editing & Compression

QTVR Photography & Production

EDUCATION

Bachelor of Arts, Visual Media, Oregon State University, June 1998.

REFERENCES

Available upon request.