

**Michael Hudson**  
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### **CAREER OBJECTIVES**

To design and build powerful and intelligent systems that further enable human communication and understanding.

### **SPECIFIC AREAS OF INTEREST**

Game Design, Distributed Intelligence, Database Driven Website Design, Interactive Graphic User Interfaces, Artificial Intelligence, Smart Tools, Robotics and Artificial Life.

### **EXPERIENCE**

- 2/06-present *Game Design Instructor, Collins College*  
Duties include: Design and presentation of course material for the game design program. Classes taught include audio for gaming, interface design, multimedia interactive game design, internet programming for games and media arts.
- 10/01-12/05 & 10/97-5/00 *Design Engineer, Lorax Works*  
Duties include: E-commerce website design and development (php/MySQL), design, manufacturing, and testing of electronic systems and software for artificial life robotic sculptures, embedded software development, circuit design & layout, software development, robotic systems design.
- 01/03 -present *President, Artlink Inc.*  
Duties include: Board development. Conduct meetings. Interface with city government and news media. Design, implementation and maintenance of artlink's venue database(php/MySQL). Design, layout, and pre-press production of Artlink's First Friday brochure.
- 10/99-6/01 *Head of Graphics and Web Design, Virtual Space Network Inc.*  
Duties include: Design and implementation of interactive, graphical user interfaces for production level web applications. Besides working directly on the User interface, I participated in nearly all design meetings and documents concerning application development. I was also responsible for the daily maintenance of our department including hiring, firing, scheduling, project scheduling, project management and duty assignment. Dreamweaver, Fireworks, Flash, Actionscript, Javascript, PHP, MySQL, OOP, and C.
- 5/91-present *Managing Director, Thought Crime*  
Duties include: Design and production of the periodic journal *Thought Crime*. Direction and management of a 12 person arts collective, currently called *The Firehouse*. Project Design, Project Management, Event Planning, Desktop Publishing, Graphic Design, Editing, Pre-press Design, Screen Printing, Offset Printing Adobe Photoshop, Quark XPress, Macromedia Studio MX, & Microsoft Office 2000.

### **EDUCATION**

*Arizona State University, Tempe, Arizona*  
Major: Computer Systems Engineering  
Bachelors of Science and Engineering , May 1998  
Certificate in South East Asian Studies.