

# Rendall Koski

## Contact

Location: Lahti, Finland

Email: [rendall@gmail.com](mailto:rendall@gmail.com)

Mobile: +358 400 320 533

Website: <http://www.rendall.tv>

## Summary

Software engineer and creative technologist with extensive experience in front-end and back-end development.

## Skills

- Web Applications
  - Back-end
    - C#
    - MySQL
    - Microsoft SQL Server
    - PHP
  - Front-end
    - JavaScript / Typescript
    - HTML 5
    - CSS / SASS
- Mobile Applications
  - Android
  - Java

## Experience

### **rendall.tv**

06 / 2003 - Present

Application Developer

Over the years I have worked independently with clients including Heartbeat Digital, CNS, Strategen, Havas, on big and small brands as Neupogen, Lantus, AT&T among others. Projects include websites, Android mobile apps, Facebook applications among others. Responsibilities include both front-end and back-end development using such technologies as C#, .Net, HTML5, Java, PHP, MySQL and Actionscript.

**Ministore**

10 / 2012 - Present

Technical Consultant

Ministore is a small start-up that allows anyone to sell anything through their social network. I consult on technology and software development.

**Loyalistic Ltd**

11 / 2014 - 11 / 2015

Senior Software Developer

Loyalistic is a software-as-a-service firm developing the next-generation marketing package, specializing in loyalty programs and customer care. Clients include SEB, Diners Club International, Eurocard and Liikennevahinkolautakunta. My responsibilities include software engineering, information architecture, and consulting on best software and security practices. As well, since we are a small company, my duties extend beyond software development into creative brainstorming sessions on wide-ranging topics such as marketing strategy, user-interface design, devops, and office productivity. Primary technologies include C#, MVC5, TypeScript, SQL Server, as well as standard frontend technologies and libraries. Security is of special concern here due to the sensitive nature of the data that is entrusted to our care.

**Saatchi & Saatchi X**

07 / 2011 - 02 / 2013

Senior Digital Developer

Software developer and solutions architect. I consulted on best practices and approaches for all digital projects. I was the in-house architect for Freebie Machine and "Clash at Coppertop Cove", which integrated physical devices with mobile applications. Software projects included websites and promotions for such brands as Crest, Pantene, Pringles among others. Technologies included HTML, Javascript and CSS (HTML5); Facebook applications; Flash; Python; PHP, MySQL; Java among others.

**Creative Network Systems**

06 / 2010 - 07 / 2011

Freelance Web Developer

At Havas Health offices, I developed tablet-based multimedia and flash applications for Bristol-Meyers Squibb pharmaceutical sales.

**LBi US**

02 / 2009 - 05 / 2010

Senior Front-End Developer

Developed applications and widgets, as well as organized a common actionscript library. Participated in campaign brainstorming sessions. Consulted on current developments in technology and interactivity.

## **NBCUniversal Media, LLC**

09 / 2007 - 05 / 2009

Front-End Developer

Developed web-based games and widgets for several subsidiaries of NBC-Universal, particularly the SciFi Channel, NBC.com, USA Network and iVillage.

## **R/GA**

11 / 2005 - 08 / 2007

Flash Developer

Developed internet advertising campaigns, working with Verizon, Johnson & Johnson, L'Oreal and Avaya among others. Intensely specialized in actionscript and the technical production side of web development.

## **A.R.T. (Art Resources and Technologies)**

2000 - 2002

Digital Artist

Created 3D models and animations under the direction of the creative lead, Uri Dothan. Other duties were various and broad, including graphic design, technical direction, DVD programming, hardware troubleshooting and repair, office organization and purchasing, among others. Involved in the production and installation of several exhibits, including overseas shows at the Museum of Israeli Art in Ramat-Gan, Israel and at the Gallerie Heike-Curtze in Vienna, Austria.

## **Cyberlore Studios**

1996 - 1997

Playtester, Level Designer

Involved in the production of video games created for the Windows platform. I had a hand in the design of popular PC games Warcraft II: Tides of Darkness and Heroes of Might and Magic II: The Price of Loyalty.

## **Education**

School of Visual Arts

1998 - 2002

BFA , computer art, CAM

University of Massachusetts, Amherst

## **Interests**

The intersection of art and technology; physical devices; the power of social media to make our lives better; games

# Volunteer

## **Disorient**

2009 - Present

Event Producer, Creative Technologist, Art Director

Disorient is a sound, visual and performance art collective which produces events as an art form. Over time, it has developed a distinctive aesthetic (called "GlamTech") and even its own color scheme (called "Pornj" which is a color combining pink and orange).

Disorient's organization is itself an aesthetic experiment: amorphous and constantly changing, by design. Members do whatever is necessary, coming together to form ad-hoc teams called cells, that form as needed and disperse when completed.

In such capacity, I have been involved in Disorient at all levels, as all Disorienters eventually come to be, from heading up massive events of 1500+ attendees, creating and managing art projects, and of course toting and cleaning. No role is too small or too big for a true Disorienter.

More info: <http://disorient.info>

## **Hack Manhattan**

8 / 2011 - 11 / 2013

Founder, Board of Directors

Co-founded and served on the Board of Directors for Hack Manhattan, a non-profit organization dedicated to exploring technology. Hack Manhattan maintains a workshop and laboratory ("hacker space") in downtown Manhattan where anyone can learn about and experiment with electronic circuitry, 3D printing, computer programming, machining and other technologies. The space is open to the public, with 24 hour access for members. Hack Manhattan also hosts visiting lectures and authors on topics relating to technology and engineering, submits a group interactive project to the Figment Arts Festival and maintains a booth at the yearly New York Maker Faire.

More info: <https://hackmanhattan.com>

## **Languages**

- English ( Native proficiency )
- Finnish ( Intermediate proficiency - **B1 Level** )

# Patents

Method and Apparatus for Fulfilling an Offer

Issued , 05 / 2013

us Patent: US20130123976 A1 · Inventors: Rendall Koski, Guerin James McClure, Franklin Flurry, Austin Hobbs, Jason Stewart, Kirk Vlastakis, Chris Kirk, Kien Lao, Chris Church, David Rankin, Stephen Cukiernik · <https://www.google.com/patents/US20130123976>

Full description at URL. One specific instantiation of this patent was the Freebie Machine, a vending machine which dispenses free samples when people check in to its corresponding location through Facebook on their mobile phones.