

OBJECTIVE To utilize current and new web technologies to improve customer web experience as a valued member of a web development team.

WHO I AM A self-taught developer at my core; No matter how big the challenge, with enough time I am able to find the resources and teach myself efficiently how to accomplish the challenge. On a team, I enjoy learning all aspects of projects, even if only high level. An understanding of the big picture helps me to focus on individual tasks and reduces inefficiencies. I also place a strong emphasis on open and thorough communication to create the best environment within a team.

LANGUAGES

Javascript
jQuery
HTML5

CSS 3
SASS
C#

FRAMEWORKS

Foundation
Bootstrap
Phone Gap

EXPERIENCE

Apple, USA Data Analyst May 2014 - Present (Contract)

Selected for a team within maps to work on a highly anticipated feature. Running evaluation tools to ensure mapping data integrity and providing feedback to software development teams were essential to the role. Other tasks included researching and updating mapping data according to policy and working with engineers to improve in-office tools to increase productivity and quality.

Google, USA Visual Data Specialist October 2011 - February 2013 (Contracted through Randstad)

An initial member of the secret projects team providing feedback to engineers on tool prototypes. One of these prototypes was a variation of the 3D house outlines now available on Google Maps. Worked on creating and editing features on proprietary Google software while keeping current with policy changes and country specific traffic laws. Testing and debugging new features, as part of a special team, before live deployment where quality control was essential to ensure Ground Truth's quality is kept.

Koei Tecmo, JAPAN 3D CG Designer December 2009 - April 2010 (Contract)

Designed and created new player-placeable in-game cities. This was done as a test project with the programmers to improve player experience in-game and creating gaming 3D environment prop assets using Softimage XSI. Communication with the Art Leads on all projects to ensure quality and style is kept was essential. Other tasks included generating diffuse and normal map textures using Adobe Photoshop through hand painting and photo references sourcing techniques.

Atlas Design, LLC Developer April 2014 - Present

Developing websites using front-end languages like HTML, CSS, and Javascript and designing and developing mobile games using C# in Unity 3D. Communication and coordinating remotely with designer team members is a key task in this role.

EDUCATION

Game Art and Design - Bachelor of Science
October 2005 - December 2007 (Early graduation for 4 yr degree)
Westwood College, Denver, Colorado, USA