

”Web Development is legos for Adults”

# Amechi Egbe

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## Skills:

Programming Languages: HTML5, CSS3, Javascript, JQuery, Python, C++, PHP, Objective-C

Frameworks: Django, AngularJS, Backbone.js, Bootstrap3, Cordova, Laravel, D3.js

Other Technologies: Google App Engine, Git, Heroku, SASS, Grunt.js, Wordpress CMS

Relational Databases: MySQL, SQLite3, PostgreSQL

Design Software: Adobe Creative Suite, Adobe Edge Code, 3DS-MAX

Other: Prototyping, UX Research, Responsive design, A/B testing, JIRA, Agile Development, Unit Testing

## Work Experience:

Complex Magazine, Manhattan, NY

September 2014 – Present

Front-End Developer

complex.com

- Launched Complex’s first mobile app ‘Sole Designer ‘ on IOS built using Cordova and Objective-C
- Worked extensively with API’s & JSON to build, extendable widgets that live on the complex.com site and internally for different R & D projects
- Used D3.js and AngularJS to create an interactive dashboard to show real –time analytics of the most trending articles for complex.com and all our owned & operated sites within the complex media network

Ymee, Manhattan, NY

May 2014 – August 2014

Jr. Front-End Developer

ymee.us

- Built and deployed multiple fully responsive websites for mobile and desktop experiences for clients such as RXR, Boca & Triax. Using PHP, Wordpress CMS and other web technologies such as HTML, CSS, AJAX, Javascript and various APIs.
- Collaborated with a team of UX designers and other developers to iterate on site designs, features and bug fixes in quick iteration cycles
- Tested sites for mobile and desktop experiences fixing cross browser quirks and while maintaining reusable code

## Project Experience:

Unlabel, New York, NY

April 2015 - Present

Founder & CTO – “Discoverability platform for finding Independent designers”

unlabel.us

Concepteur Market, Los Angeles, CA

July 2012 – December 2013

Founder & CTO – “3D Interactive Ecommerce for Fashionistas”

- Developed the Front-End using HTML5, Javascript, Actionscript and CSS3 and Back-End technologies using Python and the Django framework
- Managed a team of 4 to successfully deploy prototypes in quick iteration cycles following the Lean Startup methodology
- Conducted research on different ecommerce sites and created consumer behavior studies on potential target markets which resulted in the UI/UX being currently implemented on the site
- Collaborated with multiple independent parties to implement current 3D technologies being developed for the platform
- Semi-Finalist at USC’s Silicon Beach Competition

Jutja, Los Angeles, CA

October 2013 – January 2014

UI/UX Engineer – “ Scalable and intuitive way to manage projects for developers”

jutja.com

- Investigated different ideas and concepts to add features for a better UX
- Implemented the concepts by conducting usability test and garnering user feedback
- Designed mockups to showcase and prototyped the ideas using HTML5, CSS3 and Javascript

## Education:

University Of Southern California, Los Angeles, CA

December 2013

Bachelor of Arts, Neuroscience: Emphasis in Engineering Mathematics and Pre-Medical Studies

Relevant Coursework: Linear Algebra and Linear Differential Equations, Introduction to Cognitive Neuroscience, Introduction to Complex Variables, Engineering Computational Methods, Calculus III and Behavioral Neuroscience

## Athletics:

USC Men’s Track & Field Team, Los Angeles, CA

September 2009 - May 2012

Sprinter

- NCAA Division I Championship Qualifier in the 4x100m; 2010
- All Conference, 4x100m relay, Pac-12 Track and Field Championship; 2010, 2011
- Pac-12 Qualifier in the 100m dash, 200m dash and 4x100m relay; 2010, 2011
- Named fastest returning sprinter in the 100m dash; 2011
- Named to All West Division I Track and Field Regional Team; 2010