

Andrew Rymer

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Skills

HTML5, CSS3, Sass, Handlebars, Backbone.js, Git, ReactJS, jQuery, JavaScript, Parse, Underscore.js, Adobe Photoshop, Adobe Illustrator, & Adobe InDesign

Experience

Graphics Specialist and Web Development, Land Resource Design Group; Orlando, Florida - May 2013-Present

Gained experience working on a team to meet deadlines. This included putting together proposal packages to use when bidding for jobs, as well as putting together site plan renderings to be used in marketing or general concept visualization.

Upon graduation from the Iron Yard i've been in the process of building Land Resource Design Group a website and bringing them onto the web. This has been a good experience learning how to communicate with a client and how to properly convey what I need from the client.

Education

The Iron Yard - Front End Engineering: February - April 2016

Projects

Surf & Paddle - http://bruemor33.github.io/tiy_02_03_surf

Pixel perfect static page based on a Photoshop mockup.

- Purely HTML and CSS

T-Shirt Website - http://bruemor33.github.io/tiy_03_21_t-shirts

A bare bones e-commerce exercise to track size and quantity using local storage.

- ReactJS, HTML, Sass, and BackboneJS

LRDG Company Website - https://github.com/Bruemor33/05-02-2016_LRDG-web-site

This site is still under development. I'm currently wrapping up media queries and finalizing some images with the client.

- ReactJS, ReactScroll, Boron Modal, HTML5, and CSS3(SASS)

Personal Facts

- Regular road cyclist
- Digital and tradition medium painting as a hobby
- PC enthusiast (have done a few custom gaming pc builds)
- Gamer
- Portfolio: andrewrymer.me