

OBJECTIVE

To obtain a Front-End Developer position at a renown digital agency.
To work in an challenging, supportive and collaborative environment.
To create as much high-quality, beautiful, meaningful, important work as I can.

SKILLS

WEB DEVELOPMENT

Source Control, Front-end Frameworks, CMS Authoring and Development, HTML, SCSS, JavaScript, PHP, FTP.

WEB DESIGN

Photoshop, Illustrator, In-Design, After Effects, Flash, Acrobat.

OTHER

WCAG. SEO. Agile Methodoligy. Video Production. 3D Modelling, Sculpting, Rigging and Animation. Unity.

QUALIFICATIONS

DESIGN AND DEVELOPMENT

9+ years of experience creating digital art.
7+ years of development experience.
Knows the latest technologies on the web.
Writes clean and efficient code.
Proficient with the Adobe suite.
Strong grasp on art principals and theory.

PERSONAL QUALITIES

Punctual, dedicated and hardworking.
Works well individually and in teams.
Desire to continuously to learn new things.

EDUCATION (3.4 GPA)

MULTI-MEDIA DESIGN AND PRODUCTION DIPLOMA - FANSHAWE COLLEGE - 2012

Studied web development, graphic design, photography, typography, print media, VFX, video production, 3D modelling, texturing, animation and more.

3D ANIMATION AND CHARACTER DESIGN CERTIFICATE - FANSHAWE COLLEGE - 2013

Studied under an industry professional and was taught in-depth knowledge about all aspects of CG in movies and games.

EMPLOYMENT

WEB PRODUCTION SPECIALIST / THRILLWORKS // May 2014 to Present

Thrillworks Inc. - Burlington, ON

As a Web Production Specialist at Thrillworks I have been able to hone my web design and development skills.

I build, test and deploy responsive email campaigns to large audiences.

I workflow and author multi-lingual websites in a variety of Content Management Systems, including: Adobe Experience Manager, RedDot, Magento, WordPress, Joomla and SiteCore).

Using Front-end Frameworks, Source Control and FTP; I develop mobile-first websites.

Thrillworks enables me to pioneer new business solutions and better myself through learning initiatives, training and certification.

CO-OWNER, WEBSITE DEVELOPER AND GRAPHIC DESIGNER / RIGHT CHOICE // September 2013 to May 2014 (8 Months)

Right Choice Websites - London, ON

I designed and developed the Right Choice company, brand and website.

I designed and developed responsive websites for Right Choice clients using WordPress.

3D ARTIST AND UNITY GAME DEVELOPER / SLIGHTLY SOCIAL // May 2013 to July 2013 (2 Months)

Slightly Social, Inc. - London, ON

I was the project and team lead on a few mobile runner games for the IOS and Android platforms. I was given a code base with the job of creating all of the 3D assets and animations, as well as modifying the code base to make a variety of infinite runner games; each with their own unique style and target audience. The majority of the games were built with little to no supervision or artistic direction. It was up to me to come up with the theme and to coordinate the projects with the audio production staff, UI developer and code support personnel.

There were a couple of projects where I split the workload with a programmer who was working on a new type of game. This helped me learn a lot about the importance of project coordination, communication and the proper way to share through GIT repositories.

Slightly Social was a great place for me to learn about project management in production pipelines, and working in a small team environment. I learned to be efficient while working at a fast pace and solidified a lot of my development skills.