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OBJECTIVE

To develop websites with the latest and greatest technologies, processes and procedures.
To work on engaging and complex projects with an incredible group of people.
To continue challenging myself to learn and grow every day.

SKILLS

DEVELOPMENT METHODOLOGY
Agile: Scrum, Sprint, Demo, Retrospective.

WEB DEVELOPMENT
HTML5, CSS, JavaScript, SCSS/SASS, LESS, GIT, WCAG 2.0, SEO, .NET, MVC, IIS, NPM, Foundation, Bootstrap, Sitefinity, Kentico, AEM, WordPress, RedDot, SiteCore, FTP, Confluence, JIRA, SQL Server.

WEB DESIGN
Photoshop, InVision, Figma, Illustrator.

QUALIFICATIONS

- 9+ years of web development expertise.
- 11+ years of experience in digital art.
- A wide range of exposure to web apps.
- Great understanding of the core
  technologies that comprise the web.
- Writes clean and efficient code.
- Strong grasp on art principals and theory.

PERSONAL QUALITIES
Punctual, dedicated and hardworking.
Works well individually and in teams.
Driven, with desire to learn and improve.

EDUCATION (3.4 GPA)

MULTI-MEDIA DESIGN AND PRODUCTION DIPLOMA - FANSHAWE COLLEGE - 2012
Studied web development, graphic design, photography, typography, print media, Visual Effects, video production, 3D modelling, texturing and animation.

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 DEVELOPER / THRILLWORKS // August 2017 to Present

Thrillworks Inc. - Burlington, ON

As a Developer I strive to learn as much as I can about cutting edge development practices. I love to build and maintain web projects, whether big or small. I pride myself on my attention to detail and I actively seek to build efficiencies in all aspects of my career.

Agile, Scrum: The core processes and ideologies I base my development practices on.
JavaScript, SCSS, HTML5, GIT, NPM: The primary web technologies I use on a daily basis.
.NET, MVC: The primary way I develop for .NET based content management systems.
Sitefinity & Kentico: .NET based content management systems, using MVC as the primary means for custom development.

WEB PRODUCTION SPECIALIST / THRILLWORKS // May 2014 to July 2017

Thrillworks Inc. - Burlington, ON

As a Web Production Specialist I was exposed to a wide variety of web technologies. My Web Production Specialist position at Thrillworks gave me in-depth experience with:

JIRA, Confluence, Agile Methodology, SEO, WCAG Guidelines, Foundation, Bootstrap, AEM, WordPress, RedDot, SiteCore, Magento, Photoshop, Illustrator, ExactTarget / SalesForce, MailChimp, InDesign.

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

Right Choice Websites - London, ON

I helped create a website development company called 'Right Choice Websites'. I co-created the brand and website with a colleague. I helped design and develop 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 3D Artist, project and team lead on a few infinite runner games for iOS and Android. I was provided 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 game had its' own unique style and target audience. My job was to come up with the theme and to coordinate the projects with the audio production staff, UI developer and code support personnel.