

# David Furnes, designer/developer.

**www.dfurnes.com**

david@dfurnes.com

## *Education*

**University of Connecticut**, Storrs, CT

Dual degree, School of Engineering & College of Liberal Arts and Sciences

Bachelor of Science, Computer Science, May 2013

Bachelor of Science, Psychology, May 2013

Cumulative GPA: 3.0

## *Skills*

### **Coding:**

Objective-C, C++,  
Java, JavaScript,  
PHP, Ruby

### **Web:**

HTML5, CSS3, SASS,  
jQuery, Node, Apache,  
Rails, MySQL, Git

### **Design:**

Photoshop, Illustrator,  
After Effects, typography,  
color theory

## *Experience*

**DoSomething.org**, New York, NY

*Front-End Developer Intern*

June 2012 – August 2012

- Built a real-time internal dashboard using Node.js and Socket.io – giving an at-a-glance view of total members, the weather outside, live Twitter mentions, conference room availability, tech status, and more.
- Built campaign websites using HTML, SASS, and JavaScript.

**One Planet Education Network**, Scituate, MA

*Design Intern*

June 2011 – August 2011

- Wrote, designed, and coded a landing page for customers interested in purchasing an upcoming educational game, including client-side form validation and use of Luhn's Algorithm to avoid credit card mistypes.
- Provided feedback to developers after playtesting pre-release games.

**Engineering Student Leadership Council**, Storrs, CT

*Designer*

April 2011 – May 2012

- Rebranded group to increase student awareness of the group's purpose and activities, including a brand-new logo and website.
- Created posters, tickets, email campaigns, and merchandise.

**University of Connecticut Student Television**, Storrs, CT

*Web Developer*

October 2009 – Present

- Completely rebuilt and redesigned the station's aging website.
- Designed graphic assets for shows (logos, banners, etc.)
- Integrated sections of the website with University of Connecticut's single sign-on system to let students quickly log in.