

DAVID ROGERS

Front End Developer

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📍 Chicago, IL

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🌐 <https://github.com/DrOgres>

🌐 drogres.dev

EDUCATION

General Studies

University of Missouri

📅 September 1995

📍 Columbia, MO

Animation and Illustration

Academy of Art College

📅 September 1997

📍 San Francisco, CA

SKILLS

- JavaScript
- HTML5
- CSS
- SASS
- Less
- React
- Node.js
- Next.js
- GIT

CAREER OBJECTIVE

Front-End Developer with a proven ability to collaborate effectively with remote teams and clients to deliver beautiful user experiences. Enjoy working closely with team members to ensure workloads are effectively redirected to bottlenecks and personally picking up the slack when necessary. With a passion for both personal growth and for software development, continue to learn and grow my skills by volunteering on projects and maintaining client code to modern standards

WORK EXPERIENCE

Web Developer

Free League Publishing

📅 February 2021 - current

📍 Remote

- Developed the node.js app used for running the Tales From the Loop and Vaesen Role Playing Games on the Foundry VTT platform
- Designed and Implemented UI consistent with design standards of Free League Publishing's Printed Materials
- Developed and maintain 8 premium content packs
- Converted over 500 pages of print content to web friendly layouts and designs while maintaining style and design of original

Web Developer

Nowhere Records

📅 August 2022 - November 2022

📍 Remote

- Developed CMS and Blog platform for site
- Built webstore, shopping cart and inventory management
- Built checkout using Stripe Payment systems
- Built customer management tools for client
- Designed and implemented overall design on website

PROJECTS

Tales from the Loop - Foundry VTT System

Developer

📅 December 2019 - current

- Developed and implemented all rules and other aspects of the Tales from the Loop system using Foundry VTT's API
- Maintain and update codebase to keep pace with updates to the Foundry VTT platform
- Designed UI/UX to match existing design standards of the source material

Vaesen - Foundry VTT System

Developer

📅 February 2021 - current

- Took over development lead on the Vaesen system for the Foundry VTT platform
- Updated the codebase to bring it in line with current version of Foundry VTT API
- Designed and implement new UI/UX to match existing source material
- Refactored codebase to make development and maintenance of system easier and more future-proof