Jesse Pimenta

Experienced designer with UI / UX / Front-End development skills and a passion for creative coding

www.jp-la.co

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EXPERIENCE

Phenomenon — Front End UI / UX Developer

August 2016 - Present

- Building high fidelity prototypes for innovative web and mobile applications
- Re-designing a wide range of client's existing sites for a more unique user experience
- Improving and maintaining company website using angularJS, node, express, and wordpress
- Designing UX for microsites with Sketch and driving projects from conception to completion

Flatlay — UI / UX Designer & Front End Developer

February 2016 - June 2016 (contracted)

- Designed and conceptualized user stories and UI/UX for a complex data-driven application
- Crafted a hybrid e-commerce/social platform geared towards shoppers and brands
- Utilized Angular and Node and wrote custom directives and factories for unique use cases
- Thought outside the box about new ways to combine a social network with shopping

Enterprise Sound — Front End Developer

October 2015 - February 2016 (contracted)

- Sourced material and created 40 new stations, outnumbering all competitors
- Curated playlists and kept database up-to-date with newest music
- Refined "station-creation" algorithm with a custom built angularJS admin Panel
- Uploaded batches of new music to database using Node, Express & MongoDB

Obey / Studio Number One — *Graphic Designer*

October 2013 - October 2015

- Developed concepts for current and forthcoming apparel with successful sales results
- Partnered with both internal teams and clients to ensure delivery of top quality projects
- Powered Obey Clothing's identity and created mood boards for clothing design inspiration
- Created top-tier treatment materials and concepts, ideation and lead pitches for Apparel

Robbie Conal Studio — Assistant Studio Manager

February 2009 - August 2013

- Produced marketing materials for print releases and managed social media accounts
- Organized studio materials and coordination for a smooth operating environment
- Researched content and source material for new prints
- Assisted with logistics of exhibiting art works

SKILLS

Web: Javascript, AngularJS, HTML5, CSS3, SCSS/SASS, LESS, jQuery/AJAX, Bootstrap, Wordpress, Canvas, Processing, WebGL, p5.js, Node.js, Express, Sourcetree, Git Distributed Version Control Management

Design & Animation: Photoshop CC, Illustrator CC, Sketch, Hand-Drawn Illustration, Premiere CC, After Effects CC, Flyer Design

EDUCATION

Otis College of Art & Design — B.A., Graphic Design 2011 - 2014

General Assembly — Web Development Immersive 2015

PROJECTS

Adidas x Porsche Design SS/2016 — Sound Design

Wrote original music for this campaign advertisement.

The Driver