



John Van Allen, III

Software Engineer • Designer

INFO

Location Chicago, IL
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Nationality US Citizen
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SKILLS

Programming ●●●●●
Debugging ●●●●○
Software Testing ●●●●○
Leadership ●●●●○
Collaboration ●●●●●
Critical Thinking ●●●●●

LANGUAGES + FRAMEWORKS

Javascript	Typescript
Angular 2	React
node.js	NgRx
ESLint	GSAP
Express	Cypress
Css / bootstrap	Jasmine
JSON / XML	MongoDB
Html / Html5	Sass
D3.js	Web API

ADDITIONAL TECH & APPLICATIONS

Postgress	Adobe Suite
Docker	Storybook
Postman	Zeplin
Atlassian Tools	VS Code



PROFILE

Result-driven front-end engineer & detail-oriented graphic designer. Over 10 years of professional experience building websites and web applications. Proficient in front-end development, project management, artistic direction and strategic implementation.

EMPLOYMENT HISTORY

Software Engineer, Epsilon

Jan 2019 - present • Chicago, IL

As a Software Engineer, I work on a small Agile team with a start-up mentality. We build and maintain proprietary web-based applications as well as extensions for existing applications such as the adobe creative suite. Daily activities and responsibilities include:

- Work as both an architect and developer on various client-side and server-side projects
- Prototype innovative solutions and create proprietary products
- Automate tasks related to testing, deployment, and continuous integration
- Develop and maintain essential JS packages, such as common libraries, plugins, and utilities
- Mentor and guide junior engineers in their professional growth
- Collaborate with project managers to identify necessary features & requirements for creating epics
- Design and maintain end-to-end test suites for the entire technology stack
- Develop technologies for monitoring the system's performance
- Spend a significant amount of time working with JIRA and other related systems.

Front-end Engineer, Conversant LLC

Aug 2016 - Dec 2018 • Chicago, IL

On the creative side of a technology company, there was a constant need to elevate designs and integrate interactive experiences. I worked on world wide client projects in an Agile environment. Daily activities included:

- Lead strategic and tech imperatives collaborating with art directors, producers, and Ui/Ux teams
- Lead team-wide animation improvements and Ui/Ux standards including documentation
- Solutioning and process updates for quality control, maintenance, and debugging
- Initiatives in scalable vector graphic workflow integration, design, and adaptability
- Prototype development of new modular components and breakout technologies
- Research & Development of high-level execution animation within digital advertising mediums
- Co-lead Git workflow integration, establishing a team-wide adaptation
- Managed SCRUM, team-wide calendar management, and level loading operations

Full-stack Developer, Belmont Publications Inc.

Oct 2012 - Dec 2016 • Santa Ana, CA

As the Developer and designer, I managed the corporate site and all other digital designs and creative projects, both in house and client based. Daily activities included:

- Updating content management systems, hosting services, and production procedures
- Improving processes surrounding sustainable online content maintenance
- Art direction and design for digital articles, research studies, and email campaigns
- Brainstorming sessions to discover new design directives and technological imperatives
- Managed, maintained and documented all web based processes for training purposes
- Worked closely with in-house designers frequently on client concepts and presentations.

EDUCATION

California State Polytechnic University, BFA in Graphic Design
Fullstack Academy, Javascript Bootcamp

2012

2019