

John “Seg” Seggerson



Front-End Web Engineer



Creating interactive experiences for web, mobile, and beyond for over 15 years. Expand the potential of your team in a respectful and rewarding environment by adding John “Seg” Seggerson to your team.

Statistics

- 15+ Years in Web Application Development
- New Media, Bachelor of Fine Arts @ Emerson College

Skills

- Managing and directing creative and technical members of a production team.
- API development.
- Social Media Implementation & Development
- Localization production and implementation.
- Asset production pipeline management and process definition.
- Interactive Video Production.

Programming & Technology including:

- JavaScript
- PHP
- Python
- Java
- Build Engineering
- HTML5 / CSS
- Ruby (Ruby on Rails)
- ActionScript
- iBeacons & Geolocation Technology
- Mobile (iOS & Android)

Shipped Projects Highlights

Dim Bulb Games

CA Technologies: Product Naming Finder

Juniper: Data Center Rap Battle

MegaCynics

CA Technologies: CA Portfolio (Mobile App)

Aricent: Corporate Website

More Information & Portfolio

Detailed portfolio and other information at: <http://theseeg.github.io/>

Contact Info

Seg's preferred method of first contact is email.

seg@segonmedia.com

(415) 742-1SEG (1734)

<http://theseeg.github.io/>

Roles & Positions Highlights

Senior Developer Traction Co. (Feb 2014 - Present)

Front-end web development work for the San Francisco based interactive media advertising agency. The role includes a variety of projects including e-commerce and scheduling websites for various international clients.

Front-End Web Engineer John McNeil Studio (Nov 2013 - Feb 2015)

John McNeil Studio is a creative studio dedicated to making beautiful design, films, photos and interactive. The role involves a variety of projects for clients including Juniper Networks and CA Inc. Roles include implementing interactive front-ends for web and mobile applications plus designing and building back-end solutions.

Content Programmer & Build Engineer Telltale Games (2007-2012)

Front-end interface design and interactive fiction for multi-franchise game development studio. Seg created award winning narrative experiences for console, desktop, and mobile platforms.

Lead Web Developer Emerson College (Apr 2005 - Mar 2007)

The department of Enrollment and Student Affairs needed to improve processes and systems across different departments. A number of processes for housing, performing arts, admissions, and other departments needed tools to increase productivity and customer experience.

Seg and his team developed web based tools to aid staff and students in various aspects of college life. The college improved not only efficiencies and worker productivity, but reduced economic and other variables in the admission process. Seg initiated processes that lead to fairer practices and quality experiences in the admissions process and other aspects of student life.