

creating impactful user experiences for Senior Front End Engineer - PlayHearthstone.com the web
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BIO Austin, TX Work Experience creating impactful user experiences for Senior Front End Engineer
- PlayHearthstone.com the web BIO - Austin, TX November 2016 to Present I'm a front end
engineer and UX designer who's passionate about Blizzard Entertainment, Austin, TX creating
impactful user experiences for Senior Front End Engineer - PlayHearthstone.com the web. Over the
last 10 years, I've made it my specialty to work November 2016 - Present intimately with
managers and - Primary front end developer for E-sports and content. designers to create
unforgettable work - Worked closely with back end engineers to create that's reached millions.
Seeking to join applications and static content pages that reach millions a team looking to improve
their front of users in 12 different languages. end presence with fluid responsive - Built E-sports
bracket tournament application with design and animation. React using data pulled from an API. -
Built component based expansion pages for last 3 years. - Built the Global Games application that
includes player SKILLS / EXPERIENCE profiles and voting selection. Front End - Performed full
audit of performance related issues on front end implementations resulting in up to 40% HTML,
CSS, SCSS/SASS, LESS, Jade, reduction in page size. Implemented lazy loading, image
Nunjucks, Handlebars optimization pipeline tasks and responsive CSS Javascript (ES6), Angular
1, React, strategies. Redux, Greensock, Storybook - Helped develop card gallery application for
the web. - Worked on Fireside Gatherings tavern selection Gulp, Grunt, Yarn, Babel, Webpack
application. Test Suites Digital Developer Sullivan Higdon & Sink - Kansas City, MO May 2013 to
October 2016 Back End - Lead front end development efforts for digital projects. - Designed &
developed responsive websites, emails, apps, Express / Node, PHP, Ruby on Rails and online
banners using modern day best practices. - Developed custom CMS websites using Wordpress.
Software / Toolkits - Worked with brand managers, digital producers and project managers to
develop scope of work for each Adobe Creative Suite / Flash (AS3) project. Git, Jira - Collaborated
with art directors and designers throughout production of projects. After Effects / Final Cut -

Delivered lectures on responsive web design best practices. Creative Technologist / Developer
Bernstein-Rein - Kansas City, MO August 2008 to May 2013 Designed & developed microsites,
emails and Flash banners. - Developed Facebook sweepstakes pages. - Integrated A/B split
testing into email campaigns. - Implemented analytics into new and existing campaigns. Interactive
Media Specialist Meredith Corporation - Des Moines, IA January 2007 to January 2008 - Developed
online articles for Better Homes & Garden. - Optimized online photo & video assets. Education B.A.
in Creative Advertising & Graphic Design Drake University - Des Moines, IA Links
<http://github.com/tazcarper>

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