

Bart Dority

Full Stack Developer
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GitHub: <http://github.com/b0rgbart3>

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Full Stack Portfolio: <http://vast-coast-19153.herokuapp.com>

Web Design Portfolio: <https://ddworks.org>

Professional Summary

- Full Stack Developer and Front End Software Engineer
- A broad range of technical expertise and extensive experience in web development
- B2B, Government Agency, and Non-Profit experience
- Develops and writes code that is clean, agile, and object oriented
- Team driven collaborator
- Background in computer science
- Passion for user interface design and visual branding; extending brand continuity
- Always learning new technologies
- Industry knowledge in design, publishing, marketing, advertising, and animation

Technical Skills

Javascript, Node.js, React, Angular, Flutter, Dart, Python, Ruby, Ruby on Rails, Java, Objective-C, TypeScript, ES6, MySQL, HTML 5, CSS 3, MongoDB, Mongoose, Express, JQuery, Materialize, Sass, Heroku, AWS, X-Code, PHP, WordPress, Custom WordPress Theme Development, AJAX, Github, ORM, Handlebars, Bootstrap, JSON, Object Oriented Programming, Problem-solving, RESTful API Design, Require.js, Greensock Animation, Unix, git, npm, VS-Code, Adobe CS Suite, Flash, ColdFusion, and ActionScript.

Relevant Experience

Self Employed Full Stack Developer

2003 – Current

Dority Design Works

San Francisco, CA

Running a full service web development shop, I design, build and maintain numerous clients websites with an ever evolving spectrum of technologies. With my background in graphic design, I develop logos and marketing materials and then carry the visual branding to the corresponding websites. Each project is an opportunity to explore new web development technologies. Clients include: KQED Public Television, Technesis Software, Organic Inc., ClearPath Media, ASK Learning, NyquistDesign, Soma Networks and Rick Crane Consulting. I have launched dozens of websites, and have very satisfied and long-term clients, and I have expanded my technical skills to include data driven websites, responsive design, mobile development, restful API's, application development, and the use of cloud based services and storage platforms like Heroku and AWS.

Associate Creative Director

March 2002- September 2002

McQuerter Group

Burlingame, CA

Creative direction of a newly formed Silicone Valley branch office of this established San Diego based Advertising and Public Relations Firm. I designed and produced all of the online and printed promotional materials for the agency and it's clients, and pitch projects. Projects included rich-media ads, interstitials, websites and interactive presentations that were coded with Flash ActionScript, Javascript and HTML. Clients included: iPass, and Snapple Beverage Group. I designed and coded several 3D interactive Flash driven websites that were conceptually integrated with a 3D toy that was mailed to prospective clients as part of a successful launch campaign that won the first two contracts for the agency.

Associate Creative Director, Interactive

August 2001 - March 2002

Doremus Advertising

San Francisco, CA

Creative direction of the interactive department offering integrated campaigns for hi-tech B2B clients. Projects included Flash and HTML production for rich-media ads, interstitials, websites and interactive presentations. Clients: Hitachi Data Systems, SGI, Commerce One, Ciena, and Foundry Networks. I conceptually designed and produced successful pitch presentations that won contracts for the agency including Foundry Networks, Commerce One, and Hitachi Data Systems.

Design Director

August 2000 - January 2001

Boston Consulting Group

San Francisco, CA

Directed the design staff of the San Francisco office of a bi-coastal startup web development firm, which was created to service Boston Consulting Group's existing clients. As a founding member of this startup, I regularly met with the sales team, the HR manager, and my designers and project managers, to establish and define internal processes and develop identity materials for new client presentations. I also designed and produced several experimental conceptual projects to demonstrate the use and capabilities of websites to accomplish business objectives that previously had not been realized for BCG's clients. I built a web application, the HyperClock - which allowed users to set up clocks in multiple time zones so they could more easily plan meetings with colleagues across the globe. I designed a fluidly animated conceptual navigation system that allowed young business leaders to explore and learn about business strategy from BCG's large archive of historical articles about business anecdotes in a way that was engaging and sparked their interest.

VP Creative Director

October 1996 - May 2000

Dynamind, LLC

New York, NY

Built and directed operations of a large web development firm. Projects included corporate identities, websites, software development and interactive presentations for Fortune 100 and hi-tech companies. I developed internal procedures for tracking workflow, assets, style-guides, client correspondence, pitch presentations, production and maintenance. Clients: Amerada Hess, AIG, Artel Video, Ascend Communications, Akamai Technologies, Battery Ventures, Eduneeing, Intira, Lucent, Next Venue, TDK, The Futures Group, Fuji Medical, Tiaa-Cref, US Peace Corps, The White House Fellows Program, Xevo, and Xpedior. The founders were the CTO and CEO, and I was the second person hired originally as a web developer. I was continually promoted as the company and my staff grew. We moved locations twice, each time to a larger office space. In 1998 I was promoted to be an officer of the company, managing a staff of over 14 designers and web developers. I worked closely with the CEO, CTO and sales department, and the company had a staff of over 25 people.

Projects

- **LightBurst:**
A puzzle game designed and built for the iPhone, iPad and other iOS devices. The goal is to switch all of the lights off. This app was written in ObjectiveC using XCode.
<https://ddworks.org/lightburst.php>
<https://github.com/b0rgbart3/LightBurst>
- **ImageShopprr:**
ImageShopprr makes shopping a fun, easy and social experience. It scans an image using the Google Vision A.I. Image Recognition API to identify multiple products in that image and then displays options of where to buy all those products, all in one interface. Connect with your friends and find out if they bought similar items. Built with React, Node.js, the Materialize CSS library, a MySQL database, and the Mongoose ORM.
<https://polar-tor-03271.herokuapp.com/>
<https://github.com/b0rgbart3/ImageShopprr>
- **The Loom:**
A Content Management System for a non-profit online University. Built with Angular 2+, Node.js, Javascript, HTML5, adaptive CSS, and MongoDB. Hosted on Heroku, Atlas, and the image assets are stored on the AWS Cloud storage platform.
<https://thawing-mountain-56615.herokuapp.com>
<https://github.com/b0rgbart3/Loom2>
- **MiddleGround:**
An app that searches, filters, and displays posts from a broad range of news organizations so users can see how different topics are trending across the political spectrum. Built with Node.js, Express, Axios, Handlebars, Javascript, HTML5, adaptive CSS, the NY Times API, the News.org API, and the Google Fact Check API.
<https://github.com/b0rgbart3/MiddleGround>
<https://rocky-meadow-78317.herokuapp.com/>

Education

- Professional Certificate in Full Stack Web Development and Coding
University of California Berkeley Extension Coding Bootcamp
- Professional Certificate in iPhone Programming
City College of San Francisco
- 3D Computer Graphics Special Effects Animation Internship
R/Greenburg Associates, New York, NY
- Bachelor of Fine Arts, specializing in Computer Graphics
Pratt Institute, School of Art and Design, Brooklyn NY
- C Programming Internship
Los Alamos National Laboratory, Los Alamos, New Mexico

Awards and Recognition

- Silver Caddy Award for Jeep.com
- Pratt Circle Award, Dean's List
- Outstanding Academic Achievement Award, Taylor Endowment Scholarship
- Pratt Institute, School of Art and Design Talent Scholarship