BRIAN FEISTER

SENIOR JAVASCRIPT / UI / UX ARCHITECT

PROFILE

A developer that began his career as a designer, Brian specializes in being able to build products with the technical excellence of an experienced developer, and the finesse of a veteran designer. Having guided many web projects from planning to deployment (and all phases in between) and contributing to many product development teams both as a project / technical lead, and working under wise technical leaders. Brian is passionate about the things that make software development less painful and is skilled in leading teams toward a harmonious development process. Brian is passionate about maintainability, modularity, scalability, reducing technical debt, process optimization, and automation wherever possible. Build automation, peer review, pair programming, and technical mentoring are a few keys to that end.

FRAMEWORKS & LIBRARIES

React, Redux, Node, Angular, Material UI (React & Angular), WordPress (including Multisite), Drupal, Magento, WooCommerce, Backbone, ASP.NET MVC

LANGUAGES & TECHNOLOGIES

JavaScript, Webpack, Gulp, Grunt, MongoDB, Docker, Vagrant, PHP, HTML, CSS / LESS / SCSS, MySQL, Vagrant, Amazon AWS (EC2, S3, Cloudfront, Route53), Google App Engine, Linux, Apache, shell, Git, Github, Mercurial

EXPERIENCE

Senior JavaScript / UI / UX Architect (UI Lead)

Scala Inc. // Aug 2014 - Present

UI Lead for EXP product, mentored and guided a team of less design-oriented developers. Played a key architectural role in ensuring that UI / UX concerns were not overlooked in the building of a large, complex, and technically ambitious product enabling management of a fleet of connected devices, along with a companion web-based delivery platform for easily authoring immersive digital experiences for use in retail environments.

Worked with the following technologies daily: React, Redux, Node, Webpack, Gulp, MongoDB, Google Material UI, Angular, JavaScript, CSS, HTML.

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JavaScript / Front-End Engineer (Technical / Project Lead)

Think Company // May 2013 - Aug 2014

https://www.thinkcompany.com

Primarily JavaScript web application development (technical lead) with a brilliant team helping large companies tackle tough problems. Think Brownstone is a collective "think tank" of amazing experience designers & developers. Working closely with the visual and UX team to present a front-to-back product where front-end development is tightly woven into the design process for a powerful and effective end result.

Worked with the following technologies daily: JavaScript, Angular, Backbone, Marionette, RESTful APIs, AJAX, Gulp, Grunt, jQuery, PHP, WordPress, HTML, CSS & JavaScript animations, various MVC frameworks, LESS / SASS / SCSS, git, Github (in a peer-code-reviewed, team environment), and many others.

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Visual UI/UX/IxD Designer & Developer

Timely Network Inc. // 20012

http://time.ly

Working on a small, innovative front-end team for the All in One Events Calendar WordPress plugin and it's companion (not-yet-public) enterprise web application Time.ly. Strong directional role in product design, branding, and UI / UX / Interaction design & development for both products.

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Principle Developer & Designer

DreamStar Studios // 2007 - 2017

Responsible for all back-end and front-end development on many highly functional, modern websites employing the most up-to-date technology available in the ever-changing web industry. As Creative Director, Brian leveraged the following tools & technologies: HTML(5), CSS/CSS3, jQuery / javascript. AJAX, WordPress, Twitter Bootstrap, LESS, PHP, Ruby on Rails, git, Photoshop, Illustrator, & more (see below).

REFERENCES

Gabriel Liwerant - Former co-worker, developer on multiple teams led by me
(gabriel.liwerant@gmail.com)

Paul Hoepfner-Homme - Team lead at Time.ly, UI/UX Design & Dev lead (read.ishmael@gmail.com)

Jordan Ambra - Web developer, entrepreneur, & client (jordan.ambra@gmail.com)