# Chris Burke

UI DEVELOPER, scientist, world traveler, lover of cats, tacos, and pastries

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# Summary

As an interactive developer I believe in the power of working side-by-side with designers and information architects to build products that are innovative, beautiful, engaging, and highly functional. I'm seeking a creative and welcoming work place that aligns with these ideals.

# Professional Experience

# SENIOR UI/INTERACTIVE DEVELOPER, INTENTIONAL FUTURES

Seattle, WA January 2015 -

- Lead UI Developer on the relaunch of company website
- Led small group of designers and information architects using agile workflows
- Consulted on project proposals involving data visualization and annotation layers

### UI/INTERACTIVE DEVELOPER, STARBUCKS

Seattle, WA March 2014 - Sept 2014

- Improved UI Development practices
- Increased collaboration amongst the UI team of designers, information architects and UI developers
- Made collaborative design a priority through frequent working sessions amongst the UI team
- Redeveloped the consumer facing Starbucks web Styleguide

## UI/INTERACTIVE DEVELOPER, LIVEAREALABS

Seattle, WA June 2013 - Jan 2014

 Lead UI development on the responsive redesign of the ecommerce website for Brooks Running and other clients

#### FRONT-END DEVELOPER, GARRIGAN LYMAN GROUP

Seattle, WA August 2012 – June 2013

## Professional References

- Christopher Cox | Lead UI Developer, Starbucks cjseattle@gmail.com
- James Moriarity | Senior Technologist, LiveAreaLabs james@moriarity.org
- Julia Tuohy | Senior Designer, Pop (Formerly GLG and LiveAreaLabs) julia.tuohy@gmail.com

## Recent Sites

www.intentionalfutures.com www.monumus.com www.thechefinthehat.com www.brooksrunning.com www.brightspotmobile.com

# Key Technologies

HTML5
CSS3
SASS
JavaScript
Grunt
Node.js
MVC
.NET
Responsive design
Parallax animations

# Libraries

**CSS** transitions

Jquery Backbone Angular D3

## Tool Kit.

SublimeText CodeKit Git