CREATIVE TECHNOLOGIST & PROTOTYPER

Location:

Mission Bay, San Francisco, CA

Connect:

cliffordRyanNelson@gmail.com 619-964-4174

http://www.clifford.codes

I've been working with digital media for over 10 years and have a passion for user centered design & innovation.

My enthusiasm for design is the interaction and the connection made between the user and the solution. A background in design and engineering have me think with an artistic and scientific mindset, bringing a unique perspective to the table.

I've studied engineering, psychology and design. In 2014 I graduated with a Bachelors Degree in Web Design with a 4.0 GPA as Valedictorian. Today, my favorite exercise is collaborating with team members to design and build game changing experiences from the ground up.

This makes me fit for a somewhat niche position as a 'Creative Technologist'. My ideal role is one where I'm exploring the boundaries of how humans and computers connect.

I can contribute to cross functional teams, work independently on multiple projects and incorporate feedback from team members across an organization. My specialty is bringing ideas and innovations to life, technically and as quickly as possible. By rapidly prototyping delightful and engaging experiences, utilizing cutting edge technologies for high fidelity results.

Part designer, part developer, all of the above. From production development to designing with code, I can do it all. I can communicate concepts by rapidly prototyping delightful and engaging experiences, utilizing front-end technologies for high-fidelity and production ready results.

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EXPERIENCE

GOOGLE [SYNERGIS]

CREATIVE TECHNOLOGIST / PROTOTYPER, JUN 2018 - CURRENT

Contribute to the 10 year vision of Google's personality and brand. Generate prototypes to rapidly iterate through ideas in low to high-fidelity. Game design prototyping. Homepage prototyping for Doodles.

- · Contribute to Doodle team when available
- · Create prototypes to quickly exploring ideas
- · Motion Design, Game Design, UX Design
- · Environments are ad-hoc, typically newest Angular + Material

UBER [TEKSYSTEMS]

DESIGN ENGINEER, NOV 2017 - OCT 2018

Collaborate closely with Design team to deliver engaging experiences using the latest in front-end technologies like React. Responsible for customer facing efforts such as the blog, about and FAQ pages. Design and build internal tools to make tedious and/or difficult tasks easy and efficient for non-technical content providers.

- Environment: HTML/SCSS/JS/React
- · Build internal tools to aid marketing efforts
- Integrate with Contentful CMS

AKQA [ON-SITE WITH UNDISCLOSED CLIENT]

SENIOR CREATIVE DEVELOPER, JUL 2017 - NOV 2017

Working as a resource in Marketing and Communications for tech company in Sunnyvale/Cupertino. Developing direct mailers and .com experiences, based on design compositions. Pixel perfect rendering of experiences from design to delivery is key. Rapid turn around times.

- · Environment: HTML/SCSS/Handlebars
- · Developing direct mailers and .com experiences
- · Contribute to internal development tools

NATIONAL FUNDING

SENIOR UI/UX ENGINEER, MAY 2017 - JUL 2017

Re-design and expansion of customer facing data gathering solutions. Participated in marketing coordination for homepage and E2E app experience. Iterated on and delivered new assets for production application and web-page components.

Environments: React/SCSS

EDUCATION

PLATT COLLEGE SAN DIEGO, 2011–2014

BACHELORS OF SCIENCE, MEDIA DESIGN

GPA: 4.0. CLASS VALEDICTORIAN

Relevant Coursework:

- Fundamentals of Web Design
- Web Campaign Implementation
- · Design for Usability
- Responsive Web Design
- Programming for Designers
- Scripting for the Web
- · Content Management Systems

OBJECTIVE

I'm looking for a niche position as a 'Creative Technologist'. My ideal role is one where I'm exploring the boundaries of how humans and computers interact. I perform at peak when contributing to cross functional teams. My specialty is bringing ideas and innovations to life, technically and as quickly as possible.

SKILLS*

Web Design/Development, Responsive Wed Design, HTML5, CSS3 (+preprocessors), JavaScript, JSON, TypeScript, ES6, jQuery, NPM, GSAP, Box2D, Planck, three.js, canvas, Angular, Material, Bootstrap, Grunt/Gulp, PHP, Git, UI/UX Prototyping, Adobe Creative Suite, CLI

> *a few key words that highlight my skills, in no particular order

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PATERNITY LEAVE

APRIL 2017 - MAY 2017

I took this time to stay home with my new born, after her mothers maternity leave. I took 6 week off before starting my next role.

INTUIT TURBOTAX [INTEGRATED ASSOCIATES]

EXPERIENCE DESIGN PROTOTYPER, SEP 2016 - APRIL 2017

Experience Design (XD) Prototyping is the synthesis of design and development. In this role I'd partner with researchers, product managers and other designers to define and deliver new features, test new concepts and assist with final implementation. Details are critical as we'd iterate on complex interactions, animations and pixel-perfect visual designs.

- Environment: HTML/LESS/JavaScript/PHP/AngularJS
- Explore new product concepts through delivery prototypes using the latest in front-end technologies including AngularJS, Google Material, and GSAP
- Engage with customers and learn quickly through iterative prototyping
- · Advise, collaborate with, and synthesize feedback from designers and researchers
- · Fulfill several project requests simultaneously while meeting tight deadlines
- · Work with front-end engineers to ensure delivery of intended design

INTUIT TURBOTAX [INTEGRATED ASSOCIATES]

FRONT-END SOFTWARE ENGINEER, AUG 2015 - SEP 2016

Responsible for delivering engaging responsive marketing content to help our customers understand the offerings and choose the right product for them through landing pages, product up-sells, A/B tests, via a wide range of front-end technologies.

- · Environment: HTML/LESS/JavaScript/Handlebars
- · Convert wire-frames and mock-ups into prototype pages and applications.
- Partner effectively with all team members to deliver against commitments
- $\bullet \ \ \text{Contribute to early quality activities, including peer reviews of estimates, designs and code}$
- Resolve defects/bugs during QA testing, pre-production, production, and post-release patches
- $\hbox{\bf \cdot} \ \, {\it Agile Development, SCRUM, and Extreme Programming methodologies like MOB\ Programming} \\$

IBM [EXPERIS IT]

FRONT-END SOFTWARE ENGINEER, NOV 2014 - JUL 2015

Responsible for designing and implementing user interactions and the interface for the Military logistics platforms: Army BCS3 & Navy One-touch. Partner with client stakeholders to define and deliver critical features for equipment procurement and tracking. I was brought into this role to help with usability and design of already established solutions. Manipulated Java to define style classes of web elements and created those classes in a LESS pre-processor.

- · Environment: HTML/LESS/JavaScript/Java
- User Interface / User Experience Design & Development
- Build reusable code and libraries
- · Provide feedback about the technical feasibility and usability
- Collaborate with other team members and stakeholders

CREATIVE TECHNOLOGIST & PROTOTYPER

MOR FURNITURE FOR LESS

INTERACTION DESIGNER, JUN 2014 - NOV 2014

Responsibilities in this role include partnering with stakeholders to re-imagine and create new experiences for customer information gathering and employee education/training. In the several weeks in this role I delivered an internal Multi-Installation of WordPress CMS that severed as the foundation for MOR Xpress, an employee education platform & new concepts for customer credit approval processing that removed the burden of filing out multiple forms from the customer.

- Environment: HTML/LESS/JavaScript/PHP/WordPress
- · User Interface / User Experience Design & Development
- WordPress CMS, custom template
- · Integration with established LDAP
- · Wire-framing and interaction design

GASLAMP MEDIA

FRONT-END WEB DEVELOPER, MAR 2014 - JUN 2014

Responsibilities include developing design compositions into production ready templates using CMS technologies such as WordPress and Drupal. As a side project I Designed & Developed a WordPress Plug-in that would calculate price of herbs from small amounts to bulk pricing. This was a part-time position that overlaps with other positions.

- · Environment: HTML/LESS/JavaScript/PHP/WordPress
- Develop websites in a CMS, WordPress & Drupal, production environment.
- · Utilizing web technologies, frameworks and skeleton themes to quickly produce unique CMS themes.
- · Collaborate directly with clients, via phone and in person working sessions.
- · UI/UX design mocks to prototypes and working products
- Design and implement new features and tools
- · Optimize web applications to maximize speed and scale for clients

CMS CODE, INC

INTERACTION DESIGNER, MAY 2013 - OCT 2014

Utilize several CMS technologies to deliver web registration products to fundraising clients. Responsibilities include working directly with clients to define and deliver registration forms, donation forms, and web/marketing presence. Also served as Interaction Designer and Prototyper for company development project. Most notable accomplishment was taking an existing static donation form template and adding responsiveness to fit any size screen from small mobile to large desktop. This was a part-time position that overlaps with other positions.

- Environment: HTML/LESS/JavaScript/PHP/WordPress/BlackBaudCMS
- · Work directly with clients, via phone and in person working sessions
- · Writing and editing content
- · Determining technical requirements
- · Designing new web-page layouts
- · Updating existing websites and web forms by adding responsive web design techniques
- Manage Source Control

PLATT COLLEGE

TEACHING ASSISTANT, JAN 2013 - OCT 2014

While attending Platt College full-time, in my Junior/Senior years, I also served as a Teachers Assistant in the lower level and upper level classes. Responsibilities include helping students with design and technical advise in the Adobe Creative Suite and Front-End Technologies. This was a part-time position that overlaps with other positions.

- · Assist teachers in class size of more than 10 students
- · Provide technical and design advice to students utilizing the Adobe Creative Suite and Front-End Technologies
- · Maintain classroom functionality
- Take detailed attendance reports
- · Tutor students after class hours

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PRIOR EXPERIENCE

B&L BIKE AND SPORT

SALES ASSOCIATE / BICYCLE MECHANIC, 2012-2013

It had always been a dream of mine to work in a bike shop, so when I went back to school I sought out a part-time bike shop job and landed a spot at this company.

- · Act as personal shopper for high-end Specialized brand bicycles
- · Excellent use of interpersonal skills
- · Operate point of sale system
- · Maintain and repair customer bicycles and rental bicycle fleet

OMNITEC SOLUTIONS INC

BROADCAST ENGINEER, 2006-2012

After an enlistment in the Active Duty Navy I landed a job with the Civilian Sector Navy as a Government Contractor. This position was similar to my role while on active duty but focus on one specific piece of equipment - SITE TV.

- Provided technical support for the Navy's Television Broadcast Systems including: "SITE TV" Broadcast Studios, "21DSS",
 "TV-DTS" & "AFRTS" Satellite Television Systems, "CKT27" RF Distribution Systems & Shipboard Surveillance Systems.
- Technical Support including: System Maintenance, Operator Training, Engineering Documentation, Engineering Change Orders, System Troubleshooting, etc.
- Lead Engineer in the Design/Build of the Next Generation of Site TV 400 Broadcast Studio with networked Video on Demand capabilities. Including Research & Development, User Interface Design, Technical Documentation New Product Design & Procurement
- User Interface Label Design including Operating & Maintaining Epilog Laser Engraver
- · Active Security Clearance

LIGHTWORKS ARCHITECTURAL LIGHTING

AUDIO/VIDEO HOME SYSTEMS EXPERT, 2006-2006

As a home systems installation technician I was responsible for wiring entire homes with low-voltage communication wiring, head-end rack system design and build, and programming of state of the art communication and entertainment equipment.

UNITED STATES NAVY

INTERIOR COMMUNICATIONS ELECTRICIAN, 2002–2006

After high-school and vocational school I joined the Navy during the Bush administration when we first sent troops to Iraq.

- · Maintain, Troubleshoot & Repair shipboard equipment including Televisions, Telephones, and Alarm Systems.
- System repair parts procurement and inventory
- Head Gyro-Compass Technician
- Security Clearance
- Complete pre-wire and installation of advanced audio/video communication equipment in high-end residential and commercial properties
- Design & build head-end equipment racks for centralized A/V & home automation systems
- Elan home systems technician Installation and programming training course