DAVID ZUCH

Rich Media Developer & UI Designer

PROFESSIONAL PROFILE

- **Web developer/designer** with a **love for programming** and **problem solving**, a **strong visual design sense**, and a **natural understanding of UX**.
- Established ability to **translate ideas**, concepts, wireframes, and rough or final designs into **performant, responsive, dynamic online products** of the **highest quality**.
- **Attentive to detail**, and **passionate** about doing things **clean and right the first time**.
- Strong desire and capability to **always learn more** and explore new ideas, solutions and techniques.
- Ability to work well both **independently** and collaboratively **as a team, under pressure** and with **tight deadlines**.
- Experience working in **startups**, small agencies, and large-scale corporations.

TECHNICAL SKILLS

- Fluent in **HTML, JavaScript** and **CSS**; highly proficient with any derivative technologies and frameworks such as **jQuery, Node JS, Backbone, Ember, CoffeeScript, YUI, SASS, Compass, web fonts,** etc.
- Employs **mobile-first, responsive web design** practices and develops with **performance** in mind.
- Regular workflow includes heavy use of **command-line**, frequently leveraging technologies such as **NPM, Grunt, Git, SVN, Bower, Pip, Brew, ZSH,** etc.
- Comfortable working with most any back-end language such as **Python, Ruby,** PHP, Java, ASP.net, C#, etc., as well as popular frameworks such as **Django, Flask, TurboGears, Rails,** Smarty, JSP, etc.
- Preference for writing **clean, abstract, extensible, object-oriented code**.

EXPERIENCE

ICROSSING, SANTA MONICA, CA

Senior Rich Media Developer
OCTOBER 2009 TO PRESENT

Carried a handful of different projects for Toyota and Mazda, under little supervision, both as part of a small team of developers, and largely by oneself. Developed most of the front-end code for the first mobile version of Toyota's website for viewing on touch devices such as iOS and Android phones. The first of its kind for any major car manufacturer. Have since worked on similar projects for Mazda and other high profile brands, currently involved on both Toyota's mobile and desktop sites.

Developed a feature-rich, light-weight JavaScript framework for Mazda's mobile project to avoid the unnecessary bloat of a full-fledged framework such as jQuery. Also developed within a full-scale MVC application, leveraging many technologies such as RequireJS, Backbone, jQuery, Underscore, Modernizr and more.

FOX INTERACTIVE MEDIA, CENTURY CITY, CA

Senior UI Developer
FEBRUARY 2008 TO OCTOBER 2009

Developed an advanced, complex, object oriented JavaScript framework based off of the YUI Library, specifically tailored for the full, rich, powerful, interactive interface for an enterprise level Content Management Solutions System, including features such as an advanced grid view for creating and arranging page layouts.

Helped complete the, jQuery-based, skinnable front-end for web sites generated by said CMS for the world's top companies ranging from News & TV stations to entertainment & media.

SCHEMATIC, LOS ANGELES, CA

Interface Enginer & Software Developer
AUGUST 2006 TO FEBRUARY 2008

Worked on a variety of projects for clients such as Target, TBS, Amp'd Mobile, ITV, Microsoft, MLGPro, Motocross.com, LA Avengers, Paul Mitchell, and The Weather Channel, as well as internal projects and maintenance, both with large teams of developers and solo. Projects involved the use of Photoshop or Illustrator to create or make use of design elements from provided assets, and working with languages such as HTML, CSS, JavaScript, PHP, Smarty templating language, and ASP.NET to deliver fully satisfying products.

CINEMANOW, MARINA DEL REY, CA

Freelance Front-End Developer

OCTOBER 2006 TO DECEMBER 2006

Provided client with promotional pages dedicated to offering special prices or deals having to do with new movies that were soon to be available for purchase and download.

IVENTA, WEST HOLLYWOOD, CA

Web/Graphic Design & Front-End Integrations Manager

FEBRUARY 2005 TO AUGUST 2006

Primary responsibilities included transforming Photoshop comps into functional (X)HTML and CSS based web pages, increasing usability through unobtrusive DOM scripting, and integrating ASP.net Web Services, SOAP and XSL Transformations to produce fully-functional online experiences.

Other responsibilities included the construction of wireframes, writing technical specifications, web and print design, filming, and various other tasks.

BROOKS COLLEGE, LONG BEACH, CA

Interned as Student Project Manager

SEPTEMBER 2004 TO DEVEMBER 2004

Led a small team of student designers to design, code, and implement new intranet site for Brooks College of Long Beach with hopes of expanding into internet portal site for Brooks College and its prospective students.

EDUCATION

BROOKS COLLEGE, LONG BEACH, CA

Associate of Science in Multimedia

JULY 2003 TO DECEMBER 2004

Learned a multitude of techniques to and principles behind design and animation. Was taught outdated web development practices, but learned modern, standards-based development on own.