DAVID ZUCH

Rich Media Developer & UI Designer

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TECHNICAL SKILLS

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

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.

EXPERIENCE

ICROSSING, SANTA MONICA, CA

Senior Rich Media Developer

OCTOBER 2009 TO PRESENT

- Carried a number of projects, primarily for Toyota and Mazda, under little supervision, both as part of a team of developers, as well as independently.

- Developed the front-end 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 lead similar projects for Mazda and other high-profile brands.

- Wrote a feature-rich, light-weight, custom JavaScript framework specifically tailored to Mazda's mobile website's needs, in order to avoid the unnecessary bloat of a full-fledged library such as jQuery.

- Single-handedly developed Toyota's mobile search inventory app, which relied on an MVC architecture and technologies such as Grunt, RequireJS, Backbone, Underscore, Handlebars and jQuery.

- Was instrumental in the delivery and improvement of several more MVC applications and tools for Toyota's desktop site, such as the new Shop Assist/Notebook app, Local Specials, Search Inventory, Financial Tools, Configurator, and more, which involved the use of technologies such as RequireJS, Backbone, Underscore, Modernizr, jQuery, Bootstrap, Compass/SASS and others.

- Contributed to a Node.js/Grunt project for creating sprite animations.

- Custom-built a responsive, parallax microsite to showcase Mazda's Skyactiv technology, which leveraged HTML5 Mobile Boilerplate, jQuery and Modernizr.

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 crafted to support the feature-rich, powerful, interactive interface for an enterprise level SAAS 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.