

# DAVID LYONS

Front End Web Dev, Interactive 3D Web Graphics | Los Angeles, CA

**Portfolio:** davidlyons.dev  
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## SOFTWARE & SKILLS

JavaScript, ES6+  
HTML  
CSS, SCSS  
Three.js  
Tailwind  
Bootstrap, shadcn/ui  
TypeScript  
Visual Studio Code  
Command Line  
Browser Dev Tools

Nodes.js  
npm  
Git, GitHub  
React  
Next.js, Astro, Gatsby  
Storybook, Chromatic  
Vite, Webpack  
Maya  
ZBrush  
Photoshop

Illustrator, SVG  
Premiere  
Photo & Video Editing  
Responsive Web Design  
Graphic Design  
3D Modeling  
Digital Sculpting  
Retopology  
UV Layout  
3D Printing

**Currently learning:**  
React Three Fiber  
GLSL / TSL Shaders  
Marmoset Toolbag  
Blender

## WORK EXPERIENCE

### Senior Design Engineer

**BP**, Los Angeles, CA, May 2020 - Present

- Translated atomic design system UX / UI into a reusable component pattern library for the web with React, Bootstrap, SCSS and TypeScript, documented and provided examples in Storybook, and published npm package.
- Reviewed pull requests to ensure visual accuracy, code quality and consistency.
- Developed responsive websites utilizing the design system, Next.js, Contentful and GraphQL.

### Front End / 3D Web Developer

**Object Edge** (Contract), Los Angeles, CA, February 2019 - January 2020

- Interactive 3D web development on Motorola Solutions APX Next radio device landing page.
- Applied UVs, textures and materials to radio 3D model.
- Cleaned and compressed radio 3D model to minimize file size and load time on the web while maintaining fidelity.
- Implemented lights, camera rig, preloader and animation with vanilla JavaScript, Three.js and Tween.js.
- Translated Sketch and Zeplin designs into interactive, responsive user interfaces with HTML, SCSS and JavaScript.
- Finalist in Fast Company's 2020 Innovation by Design Awards in the User Experience category.

### Software Engineer

**WITHIN**, Los Angeles, CA, November 2015 - August 2018

- Front end engineer on 360 video WebVR virtual reality platform and interactive WebVR music experience.
- Designed and implemented 2D and 3D user interfaces with HTML, SCSS, vanilla JavaScript, Three.js and Tween.js.
- Added support for VR headsets and controllers with Three.js, WebVR API and Gamepad API.
- Implemented UI sound effects with Web Audio API.
- Tested with all major VR headsets and controllers in all supported WebVR browsers: Oculus Rift, Vive, Windows MR, Oculus Go, GearVR, Daydream / Chrome, Firefox, Edge, Oculus Browser.

### Front End Web Developer

**Slingshot**, Dallas, TX, March 2013 - November 2015

- Front end developer on Borden Dairy's 2014 responsive website.
- Worked with teams of project managers, UX, creatives, back-end developers and quality control.
- Presented an Intro to WebGL with Three.js at a front end web developer conference in 2014.
- Worked on clients including Texas Motor Speedway, Sabre Airline Solutions, Dallas Symphony Orchestra, Legacy Texas Bank, Associa and American Home Shield.

### Front End Web Developer

**TRG / Click Here Labs**, Dallas, TX, March 2012 - March 2013

- Lead front end developer on Chuck E. Cheese's 2012 responsive website.
- Worked with teams of project managers, UX, creatives, back-end developers and quality control.
- Worked on clients including Central Market, Corner Bakery, Advance Auto Parts, T.G.I. Friday's, TXU Energy, The Home Depot and Go RVing.

## EDUCATION

**Texas A&M University**, College Station, TX, Fall 2007 - Fall 2010  
Bachelor of Science in Visualization, December 2010

### The University of Texas at Dallas

Spring 2010 semester away in the Arts and Technology department