DAVID LYONS

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

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SOFTWARE & SKILLS

JavaScript, ES6+	Node.js	Illustrator, SVG	**Currently learning:**
HTML	npm	Premiere	React Three Fiber
CSS, SCSS	Git, GitHub	Photo & Video Editing	GLSL / TSL Shaders
Three.js	React	Responsive Web Design	Marmoset Toolbag
Tailwind	Next.js, Astro, Gatsby	Graphic Design	Blender
Bootstrap, shadcn/ui	Storybook, Chromatic	3D Modeling	
TypeScript	Vite, Webpack	Digital Sculpting	
Visual Studio Code	Maya	Retopology	
Command Line	ZBrush	UV Layout	
Browser Dev Tools	Photoshop	3D Printing	

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