

DAVID LYONS

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

Portfolio: <https://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	Node.js npm Git, GitHub React Next.js, Gatsby, Astro Storybook, Chromatic Vite, Webpack Maya ZBrush Blender	Photoshop Illustrator, SVG Premiere Photo & Video Editing Responsive Web Design Graphic Design 3D Modeling, Sculpting Retopology UV Layout 3D Printing	Currently learning: React Three Fiber GLSL / TSL Shaders Marmoset Toolbag

WORK EXPERIENCE

Senior Design Engineer

BP, Los Angeles, CA · Remote, May 2020 - August 2025

- 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 · Remote, 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

Courses included 3D animation, 3D modeling, graphic design, motion graphics, video editing, drawing, painting and computer science.