

DAVID LYONS

Front End WebGL/VR Developer, 3D Artist and Interaction Designer based in Los Angeles

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WORK EXPERIENCE

Freelance, Los Angeles, CA, September 2018 - Present
Front End Web + 3D Developer

WITHIN, Los Angeles, CA, November 2015 - August 2018
Software Engineer

- Front end engineer on spherical 360 video WebVR platform and interactive WebVR music experience.
- Designed and implemented 2D and 3D user interfaces in Three.js for WebVR.
- 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.
- Experimented with interactive 3D graphics in Three.js.

Slingshot, Dallas, TX, March 2013 - November 2015
Front End Web Developer

- Front end developer on Borden Dairy's 2014 responsive website.
- Experimented with Three.js, virtual reality, 3D modeling, Leap Motion hand tracking and 3D printing.
- Assisted with video editing.
- Worked on clients including Texas Motor Speedway, Sabre Airline Solutions, Dallas Symphony Orchestra, Legacy Texas Bank, Associa and American Home Shield.

The Richards Group / Click Here Labs, Dallas, TX, March 2012 - March 2013
Front End Web Developer

- 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.
- Experimented with Three.js and WebGL.
- Worked on clients including Central Market, Corner Bakery, Advance Auto Parts, T.G.I. Friday's, TXU Energy, The Home Depot, Go RVing and Summer's Eve.

Epic Web, Dallas, TX, April 2011 - March 2012
Web Designer and Front End Web Developer

- Designed client websites and logos in Photoshop and Illustrator.
- Created and modified Joomla CMS templates and extensions with HTML, CSS and Javascript.
- Trained clients on how to add and edit website content.

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, Dallas, TX, Spring 2010
Studied motion capture, modeling, and texturing in the Arts and Technology department for a semester away.

SOFTWARE

Three.js, Javascript, HTML, SCSS, jQuery, Bootstrap, Git, Grunt, Jekyll
Maya, ZBrush, Photoshop, Illustrator, Premiere
WebVR API, Gamepad API, Web Audio API
Currently learning: React.js, ES6, GLSL Shaders

SKILLS

High and Low Poly Modeling	Interaction Design
Organic and Hard Surface	Front End Web Development
Digital Sculpting	Game Development
Retopology	Virtual Reality
UV Layout	Video Editing
Texturing	Graphic Design
3D Printing	