

DAVID LYONS

3D Front End Web Developer + 3D Artist based in Los Angeles

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WORK EXPERIENCE

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

Object Edge (Contract), Los Angeles, CA, February 2019 - January 2020
Front End Web + 3D Web Developer

Client: Motorola Solutions

- Applied UVs, textures and materials to APX Next radio 3D model.
- Cleaned geometry and exported 3D model as binary GLTF with Draco compression to reduce file size from 50 MB to 2 MB and minimize load time on the web while maintaining fidelity.
- Implemented lights, camera rig, 3D model preloader and animation with vanilla Javascript, Three.js and Tween.js.
- Translated UX designer's Sketch / Zeplin files into functional, responsive user interfaces with HTML, SCSS and jQuery.
- Concatenated and minified Javascript files and compiled SCSS files with Gulp.

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

- Front end engineer on spherical 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.
- Created interactive 3D graphics prototypes with Javascript and Three.js.

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

- Front end developer on Borden Dairy's 2014 responsive website.
- Worked with teams of project managers, UX, creatives, back-end developers and quality control.
- 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, Javascript and jQuery.
- 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 & SKILLS

Javascript
HTML
SCSS
Command Line
Browser Dev Tools
Three.js
Bootstrap
jQuery
Git

Grunt
Gulp
Jekyll
Sublime Text
Photoshop
Illustrator
Premiere
Maya
ZBrush

Photo and Video Editing
Graphic Design
Interaction Design
UI Animation
Vector Math
3D Modeling
UV Layout
Texturing
3D Printing

Currently learning:
React
Vue
ES6 + Babel
GLSL Shaders
Visual Studio Code