

DAVID LYONS

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

Portfolio: davidlyons.dev
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SOFTWARE & SKILLS

Javascript / ES6
HTML
SCSS
Three.js / WebGL
Bootstrap
Visual Studio Code
Command Line
Browser Dev Tools
npm
Git

React
Gatsby
Storybook
Webpack
Gulp
Grunt
jQuery
Jekyll
Maya
ZBrush

Photoshop
Illustrator
Premiere
Photo & Video Editing
Graphic Design
Interaction Design
3D Modeling
Digital Sculpting
Retopology
UV Layout

Texturing
3D Printing

Currently learning:
Blender
GLSL Shaders

WORK EXPERIENCE

Senior Design Engineer

BP, Los Angeles, CA, May 2020 - Present

- Working in tandem with UX designer to create a design system pattern library with React, Bootstrap, Reactstrap, SCSS, ES6, Gatsby, Storybook, Webpack, Babel, SVG icons, and third-party npm components.

Front End Web / 3D Web Developer

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

- 3D web developer on Motorola Solutions APX Next landing page.
- Finalist in Fast Company's 2020 Innovation by Design Awards in the User Experience category.
- 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.
- Concatenated, minified and compiled Javascript and SCSS files with Gulp.

Software Engineer

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

- 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.

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

The Richards Group / 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.
- Began experimenting 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 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, Dallas, TX, Spring 2010

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