DAVID LYONS

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

davidscottlyons.com
david.scott.lyons@gmail.com
214.538.3002

WORK EXPERIENCE

WITHIN, Los Angeles, CA, November 2015 - August 2018
Software Engineer
Front end engineer on spherical 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 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, 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

SKILLS

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