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
Self Employed

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	Grunt	Photo and Video Editing	**Currently learning:**
HTML	Gulp	Graphic Design	React
SCSS	Jekyll	Interaction Design	Vue
Command Line	Sublime Text	3D Modeling	ES6 + Babel
Browser Dev Tools	Photoshop	Digital Sculpting	GLSL Shaders
Three.js	Illustrator	Retopology	Visual Studio Code
Bootstrap	Premiere	UV Layout	
jQuery	Maya	Texturing	
Git	ZBrush	3D Printing	