

# DAVID LYONS

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

**Portfolio:** davidlyons.dev  
david@davidlyons.dev  
214.538.3002

## SOFTWARE & SKILLS

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

Webpack  
Gulp  
Grunt  
Storybook  
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  
React  
Vue

## WORK EXPERIENCE

### Front End Web Developer / Design Engineer

**Freelance** (Contract), Los Angeles, CA, May 2020 - Present

- Front end architect on design system with Storybook for HTML, JSX, SCSS, ES6, Bootstrap, Webpack, Babel and Gulp.
- Styling Bootstrap components, SVG icon libraries and third-party plugins according to UX designer's Sketch files.

### 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.