

DAVID LYONS

Design Engineer, 3D Web / Front End Web Dev, 3D Artist based in Los Angeles

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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
TypeScript
Webpack
Maya
ZBrush
Photoshop
Illustrator
Premiere

Photo & Video Editing
Graphic Design
Interaction Design
3D Modeling
Digital Sculpting
Retopology
UV Layout
Texturing
3D Printing

Currently learning:
React Three Fiber
Blender
GLSL Shaders

WORK EXPERIENCE

Senior Design Engineer

BP, Los Angeles, CA, May 2020 - Present

- Working in tandem with UX / UI designers to code and document a design system pattern library for the web with React, Bootstrap, Reactstrap, SCSS, ES6, TypeScript, Storybook, Chromatic, Webpack, Babel, SVG icons and GitHub.
- Reviewing code in pull requests from design engineering team to ensure code quality and consistency.
- Developed internal website with Gatsby and the design system and connected to Contentful with GraphQL.

Front End / 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.

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.

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.
- 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

Spring 2010 semester away in the Arts and Technology department