

DUSTIN JOHNSON

www.dustinj.io

UX DESIGNER

EARLY DAYS: After studying interactive graphic design and new media theory through the SBCC Soma program and USC IML program I became a design specialist consulting for digital media projects. Across these projects I specialized in interactive design, page layout, templating, and typography for web, print, and mobile. I was also heavily involved in requirements gathering, generating style guides, developing pitch decks, animations, and in some cases leading small teams of designers.

Sr. FRONT END DEVELOPER

From 2008 onward, I worked on building a major technology platform for AST, a video startup that I co-founded. Over the 5 year period that we built out our technology platform, I was heavily involved in designing the system architecture, managing UX design, and implementing front-end UI across multiple devices. Through this process I gained extensive hands on experience and deep understanding of multiple coding languages, popular development frameworks, scalable software design patterns, and specialized operating systems.

The platform I built transcodes massive volumes of HDTV source material into multi-bitrate HTTP Live Streaming delivered across multiple server and cloud platforms linked to a robust custom built content management system where international TV programmers can schedule shows to playout on channels, manage pricing for video on demand, and add or edit multi-language metadata.

This back-end system connects to a TV set top box running on a software stack developed in house where users can channel flip through professionally created HDTV channels, view any and all content On Demand, and search or browse for thousands of titles. Due to rapid market changes we quickly transitioned to servicing multiple devices through a browser based UI sharing the same APIs and providing users with the same channel flipping and video on demand experience. In this process we deployed prototype iOS apps as well as a fully working Android and iOS remote control for the TV service. Building this platform I directly recruited and managed 8 fulltime software developers. I lead the design and implementation of multiple responsive single page web applications, iOS and Android touch interfaces, and several proprietary set top box platforms.

PRODUCT LEAD

As a founding technology entrepreneur, I scaled a team of 2 up to nearly 20 full-time employees with 13 direct reports. I directly managed software engineers both in house and remotely. I lead graphic design teams and recruited and trained interns. I oversaw major projects like custom hardware deployment as well as quick marketing site updates. I've used most major project management tools ranging from Jira and Basecamp to Trello and MS Project. I build wireframes and comps in the Adobe Creative Suite and I can hand off psuedo code and schema diagrams in detailed product specifications. I specialize in Agile development, but also love writing detailed up front specifications for larger projects.

BA Critical Studies
University of Southern California

Honors in Multimedia Scholarship,
Institute of Multimedia Literacy

SPECIALIZATION:

Languages:

**HTML5 / CSS 3 / JavaScript
Python / Bash / ActionScript**

Frameworks/Libraries:

**AngularJS / Backbone
jQuery / Moment / SASS**

Tools:

**InDesign / Illustrator
Photoshop / Visio
OmniGraffle / SVN**

Cloud Platforms:

Azure / AWS / Akamai

Applications/APIs:

**ffmpeg / Swiftype / Pusher
Jira / Visual Studio**

Development Environments:

**Linux / Chrome / iOS / AIR
Windows / OS X**

EXPERIENCE WITH:

**PHP / SQL / .NET / Java
T-SQL / Xcode / Git
Powershell / SASS**

WORK HISTORY

American Standard Television

Head of Product/UX ('08-'13)

Maybach & Cunningham

Technical Consultant ('08-'09)

Freelance Clients ('05-'09)

PUMA // SS+K // The Artists Company // Oprah Winfrey Network // 20th Century Fox // Juliette Lewis // USC School of Dentistry // SB Int.l Film Festival // Writers Guild of America Sotheby's Int.l Realty // Tokyopop

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