Dustin Johnson

http://dustinj.io

BA Critical Studies, USC
Honors Certificate in Multimedia
Scholarship, IML Annenberg School
of Communications

Full Stack Web Developer

Having spent about a decade at the intersection of technology and media I've developed a certain set of skills narrowly focussed on creating efficient, scalable architectures that are as maintainable as they are modern.

With experience in startups, freelancing, and creative agencies I have a tendency to find that perfect balance of on time, on budget, and quick wins that is essential for both green fields development and evolving legacy systems.

I can act as a one man team as I have at many times in my freelance career, or as part of an established coalition as I have at award winning agencies such as my recent tenure at Bad Assembly.

E-commerce

I've built several e-commerce solutions ranging from Shopify sites to fully custom NodeJS and Stripe implementations.

WebGL and Games

Last year I worked on several interactive pieces for A&E Networks and built an expirimental WebGL holiday project with ThreeJS.

Television and Video

In 2008 I co-founded an international television startup company delivering HDTV in mulitple languages to web browsers, set top boxes and mobile devices.

I18n & International Markets

Several of my projects have required i18n for database driven content management systems as well as front end development and design.

Publishing and Ad Supported Media

Familiar with high traffic websites with large content databases I've migrated clients to AWS and Cloudfront and created caching routines to optimize for millions of pageviews.

Seasoned Project Lead

As a former 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.

Design Thinking

Whether it's font kerning or a debate over rem vs em I'm always thinking design first. As a developer and architect I am constantly testing and refining my build tools and project structure to create beautiful, human readable, semantic, DRY code.

SPECIALIZATION:

Front End
HTML5 / Jade / Liquid
CoffeeScript / JavaScript
Stylus / Sass / CSS3+
WebGL / ThreeJS
AngularJS / Browserify
Vue / jQuery / Backbone

Back End
Node / Express / Mongoose
Rails / Postgres
Wordpress / PHP
Contentful / LAMP

Infrastructure
AWS / Heroku / Azure

Extra Languages
Python / Bash / ActionScript

Applications/APIs
ffmpeg / Swiftype / Pusher
Shopify / Stripe

Development Environments
Linux / Chrome / iOS / AIR
Windows / OS X

WORK HISTORY

Lead Developer ('13-'15)
Bad Assembly

Head of Product/UX ('08-'13)
American Standard Television

Technical Consultant ('08-'09)
Maybach & Cunningham

Freelance Clients
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, KoreAm Journal, Audrey Magazine, Advanced Distrobution Networks, and many more

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+1 805.570.7813   dustinrjo@gmail.com   skype: dustinrjo