

eric grotke

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profile

Highly-motivated, creative web developer looking to harness the cutting edge of technology, join a great team, and build amazing products. Primary proficiencies include HTML5, CSS3, SASS, JavaScript, Backbone, jQuery, Git, PHP, AS3, C++, PhotoShop, and Illustrator.

selected experience

Tag Matrix, Front-End Web Developer - 2014

- Current project - Full stack Flickr API aggregator built with a Node server, Mongo DB, REST API in Express, Require AMD, Backbone MVC and Bootstrap CSS - [TagMatrix](#)

Thismoment, Front-End Web Developer - 2013-2014

- Built responsive web campaigns in Agile environment using HTML5, CSS, JavaScript, JQuery and PHP for clients such as Adobe, Microsoft, Coca Cola, Fisher Price and Ubisoft
- Created custom CMS module and interface with 3-level drop-down menus covering more than 200 stores - [Main Street Santa Monica Shopping](#)
- Created Facebook app including wall of social shares from Instagram and Facebook - [SephoraFB](#)

Buffalo Studios, Front-End Web Developer and Game developer - 2013

- Built Flash casino game in Facebook using AS3 in Flash Builder with PHP and JavaScript integration
- Created HTML/CSS container pages and user forum

Sunshine Learning Systems, Front-End Web Developer - 2011

- Built trail map using Google Maps API for real-time, 2000-mile world record attempt - [Run While You Can](#)
- Utilized Drupal expertise for large scale geo-mapping site - [Climate Adaptation Knowledge Exchange](#)
- Created complex Drupal multiform, interactive polling tool - [Forest Legality Alliance](#)

Fly Design Media, Front-End Web Developer - 2004-2010

- Created hand-coded websites using HTML with CSS, JQuery, and PHP with Flash integration - [Fly Design Media](#)
- Built full interactive media site including custom template with video and flash animation - [ITVT](#)
- Simple, elegant commerce site built in Wordpress - [Meteor Lights](#)

Fluent Entertainment, Game Developer - 2003

- Rendered and processed artwork for *Hoyle Majestic Chess*

Spectrum Holobyte, Game Developer - 1991-2000

- Built 3D worlds and processed art and data assets
- Designed and created detailed 3D terrain art and logic for full-scale war simulation - *Falcon 4.0*
- Designed and created 3D “voxel” landscape for three theaters of action - *Top Gun*, *Fire At Will*
- Other games: *Falcon 3.0*, *Star Trek*, *Birth of the Federation*, *Flight of the Intruder*, *MiG-29*, *Mac Vette*, *Crisis in the Kremlin*

education

University of California at Los Angeles, graduated 1994 - Bachelor of Science, Cognitive Science

Rita Yampolsky - Director, Production Operations, thismoment rita@thismoment.com

Eiso Kawamoto - Senior Producer, Buffalo Studios ekawamoto@gmail.com

Russel Comte - Product Manager, Spectrum HoloByte/Hasbro Interactive russelcomte@gmail.com