JAMES DE JESUS

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SUMMARY

An experienced technologist, I work with teams to develop innovative web and mobile solutions for small businesses to Fortune 500 companies. I got my start as a designer which helps me to bridge the gap between creative, user experience and technology. As leader at the department level, I mentor engineers and technical managers in developing their individual skills and increasing the overall capability of the department. I continue to write both front-end and backend (Python) code and I'm very comfortable working with a variety of technical stacks in an agile environment.

SKILLS & TECHNOLOGIES

Department leadership, Technical project management with Agile methodologies, resource management, personnel management and mentorship, client facing, interaction design

Languages: HTML, CSS, JS/ES6, PHP, Python

Libraries and Frameworks: jQuery, React, Angular, SASS/SCSS, Handlebars, ejs, Jade, Nunjucks, Bootstrap

Server-side technologies: Node.js, Laravel, Drupal, Django

Automation and Provisioning: Gulp, Grunt, Ansible

Cloud Infrastructure: AWS, Heroku, Digital Ocean, Codeship, CircleCI

SELECTED CLIENTS

EA, Tesla Motors, Genentech, Blu Homes, Facebook, Hennessy, Google, Nike Jordan, Anheuser Busch, Levi's, Visa, Google+, Audi, Gap, Old Navy, Verizon, Target, Red Bull, Leapfrog and McDonalds

WORK EXPERIENCE

Odopod
2014 - present
Technical Director

- Oversee the technical discipline, helping to evolve the tools, technologies and practices within the group
- Develop and maintain Python/Django website backends.
- Setup and maintain internal and client website environments.
- Mentor developers and guide their career growth
- Work with client stakeholders to help define a project and help to guide it to completion
- Collaborate with other discipline leads to improve communication, process and practices between disciplines
- Assist in the new business process in the creation of pitch decks and presentation delivery
- Participate in both on and off site recruiting activities for the Technology department
- Manage technical aspects of client projects including task creation and allocation, scrum leadership and code reviews

AKQA San Francisco
2010 - 2014
Director of Creative Research & Development and Interim Director of Technology

- Own the vision and direction of the Creative Research & Development discipline
- Guide professional growth of managers and developers on the team
- Collaborate with other disciplines to continually improve the project process and quality of deliverables
- Determine compensation levels for all members of the team
- Resolve any discipline or interpersonal issues that may arise on the team.
- Assist in creative concepting
- Handle developer resource allocation on all projects
- Manage full-stack development projects (Python, Java, .Net. Rails)
- Work with internal and external recruiting personnel to maintain candidate pipeline for the team.
- Determine scope and feasibility for upcoming projects
- Raise the profile of the department through public speaking and outreach at universities and ad/creative schools

2009 - 2010
Associate Director of Creative Research & Development

- Own the vision and direction of the Creative Research & Development discipline
- Mentor front-end managers and developers
- Manage front-end development projects
- Assist with creative concepting
- Determine scope and feasibility for upcoming projects

2008 - 2009 Technical Manager

- Manage teams developing front-end applications
- Assist in creative concepting
- Mentor junior developers
- Assist with scope and feasibility checks

2006 - 2008
Senior Creative Developer

- Architect and develop front-end applications
- Assist in creative concepting
- Lead development teams
- Mentor junior developers

EVB
2005 - 2006
Interactive Developer
Develop Actionscript and HTML/CSS/JS applications

Allen Interactions
2004 - 2005
Contract Flash Developer
Develop Flash-based e-learning applications

Fly Design Inc.
2003 - 2006
Contract Flash Designer and Developer
Design, animate and develop Actionscript experiences

Dunn Solutions Group / Streams
1997 - 2004
Senior Designer and Interactive Media Developer

- Design and develop interactive applications in Actionscript, Director, PHP and HTML/CSS/JS
- Created SCORM compliant e-learning applications
- Develop online platform and shooter games in Director / Lingo
- Lead development teams
- Mentor junior developers
- Consulted on experience design and user flow

Cyberworks Studios
1998 - 1998
Designer

- Develop CD-ROM applications in Director
- Create web sites in HTML/JS

Paradigm Productions
1997 - 1998 Designer

- Design advertisements for print catalog
- Develop CD-ROM applications in Director
- Create web sites in HTML/JS

EDUCATION

Northern Illinois University BFA, Design - Electronic Media 1993 – 1997