



George Treviranus

Collaborative front-end & design systems architect

learn about me at geotrev.com
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living in **Oakland, CA**

PROJECTS

Undernet

<https://undernet.io>

A powerful and flexible CSS framework that emphasizes a lighter mental load for front-end development. E.g., memorize fewer utility classes and write vanilla HTML to get an expected result of a button or input field. Components include a flexbox grid, buttons, typography, forms, with configurations for brand attributes like colors, fonts, and spacing.

Pulsar

<https://github.com/geotrev/pulsar>

Create one or multi-page apps quickly with this highly flexible webpack + react starter kit. Includes mocha/chai-enzyme for unit tests, gzip compression, SCSS for styles, and React with React Router DOM. Includes configurations for development and production. Deploys to Heroku out of the box.

EXPERIENCE

Software Engineer (Front-End)

Oct. 2017 – Present

Scribd

- Improve and maintain front-end strategies with brand utilities such as a CSS grid and internal styleguide.
- Helped synchronized development with design systems through implementation strategy with Webpack + React package libraries.
- Rebuilt About Us subsite from the ground up.

Product Designer

May – Oct. 2017

Scribd

- Ideated, designed, documented, and validated design solutions for multi-platform e-book / audiobook reader application.
- Defined and prototyped UI components to fit brand and assist development implementation.
- Redesigned audiobook player to be responsive and accessible

PROGRAMMING

HTML / CSS / SCSS

JavaScript (ES6)

jQuery

Nodejs

Webpack

React

Ruby on Rails

SKILLS & CONCEPTS

Responsive Web Design

Design Systems

Object-Oriented Prog.

APIs (REST/GraphQL)

HTTP / Networks

Test-Driven Development

HTTP / Networking

UI / UX Prototyping

Agile Scrum

Sprint Cycles

Project Management

User Experience

User Interface Design

TOOLS

Version Control / Git

Command Line

Marvel

Zeplin

Sketch

Photoshop

Illustrator

Microsoft Office

using Sketch mockups and working web prototypes.

User Experience Engineer

July 2016 – Mar. 2017

Adorable IO

- Consulted with clients on web projects to deliver optimized solutions in agile scrum framework.
- Implemented & maintained designs using SCSS, HAML, Ruby, & JavaScript.
- Prototype, test, and deploy features for major releases.
- Built UI libraries for existing and upcoming project features.
- Created and collaborated on multiple on Ruby on Rails and React projects.

UX Designer / Front-End Developer

June 2014 – July 2016

Musicnotes

- Created company design system across suite of mobile apps on Windows, Mac, iOS, and Android.
- Design lead and front-end developer on two agile scrum teams; established design culture and creative thinking on product teams.
- Reduced development time by introducing a CSS framework (Bootstrap).

EDUCATION

Madison Area Technical College

Associate's of Applied Arts – Graphic Design & Illustration (2014) (GPA 3.6)

- Visual Arts Student of the Year (2012)
- National Newspaper Page Design Awards (WNA, Pacemaker, Best of Collegiate Design)

COURSES

Udemy

The Complete Ruby on Rails Developer Course (2017)

App Academy Bootcamp Prep

JavaScript intensive to cement language fundamentals (2017)