CONTACT

Ian Glover

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(858) 472-2456
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EXPERIENCE

Principal, Designer & Developer

Ian Glover Studios
December, 2017 - October, 2019 | New York, NY

- Lead software development and hardware consulting for complex interactive experiences including servers, websites, and software
- Ideate creative designs and solutions for client-specific goals and project restrictions
- Locate, evaluate and manage collaborators to maintain elastic development resources
- Generate sales leads, acquire clients and manage client relations
- Recent clients have included School of the Visual Arts, Jones Knowles Ritchie, Warp Records, and Offline Projects

Creative Technologist

The Bosco
June, 2016 - December, 2017 | New York, NY

- Designed and developed interactive, event-based social applications for enterprise client-specific installations
- Generated and maintained creative direction and implementation from pitch through planning, development, and onsite execution
- Created low-level Unity, Open Frameworks and Bash frameworks for Creative team to use to build higher-level applications
- Assessed scope and technology requirements based on individual project needs

Web Developer

The Bosco
June, 2015 - June, 2016 | New York, NY

- Initiated company transition from manually maintained servers to distributed, automated AWS architecture for improved scalability and reduced operating costs
- Sole Full-Stack Engineer for initial PHP and Laravel application, and led move to Node.js and Angular
- Productized monolithic Front End, Back End, Data Storage, and Pipeline Systems into microservices for improved efficiency

Web Developer

Artsy
March, 2015 - May, 2015 | New York, NY

- Executed development and QA for a complete re-design of Artsy's Engineering Blog and Open Source pages
- Developed isomorphic javascript pages for Artsy's user-facing Node.js website, Artsy.net

Junior Web Developer

General Assembly
September, 2014 - December, 2014 | New York, NY

- Launched an interactive music-making tool allowing users to generate three-dimensional environments and construct audio loops using Three.js, Ruby on Rails, and the Web Audio API
- Built a geolocated event-finding application focused on art openings using Ruby on Rails, and the New York Times Events API

EDUCATION

Bachelor of Fine Arts

Rhode Island School of Design
2008 - 2012 | Providence, RI

Web Development Immersive

General Assembly
2014 - 2015 | New York, NY

SKILLS

TOOLS

Git, Node.JS, Webpack, React, Angular, MySQL, PostgreSQL.

LANGUAGES

Javascript ES2018, HTML5, CSS3, C#, Bash, PHP, Ruby, Swift.

SOFTWARE

Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Ableton Live, Resolume, Unity, Sublime Text, Visual Studio Code, Xcode.