JASON WEBB

Front-end and UI developer with a passion for design, armed with a background in computer science and the arts. Seeking to work at the intersection of technical and creative perspectives to realize meaningful and modern interfaces and experiences using state-of-the-art skills and tools.

SKILLS

Front-end technologies:
- Mastery of **modern HTML** and **CSS**
- Strong knowledge of CSS pre-processors **Sass** and **LESS**
- Very strong knowledge of **Bootstrap 3**, including custom builds from source
- Strong knowledge of **responsive** design techniques and principles
- Strong knowledge of **accessibility** standards and best practices informed by **WCAG** and **ARIA** guidelines
- Very strong knowledge of **jQuery**
- Good general knowledge of **Javascript (ES5)**, with some exposure to **ES6**
- Exposure to modern MVW frameworks **React, Backbone,** and **Angular**
- Good knowledge of modern build tools such as **Webpack**, **Gulp** and **Grunt**
- Familiar with the **Node.js** environment
- Good experience working with **RESTful APIs**
- Exposure to cross-platform app development using **Electron**

Back-end technologies:
- Very strong knowledge of **WordPress**
- Good knowledge of **PHP**, including with **Laravel** and **CodeIgniter** frameworks
- Good functional understanding of **MySQL**
- Basic understanding of **C# ASP.NET MVC 5**

Design techniques and technologies:
- Proficient in wireframing using physical processes and digital tools such as **Axure** or **Balsamiq**
- Low and high-fidelity mockups using **Photoshop** and **Illustrator**

PROFESSIONAL EXPERIENCE

UI developer (consultant) at Concord
Minneapolis, MN — July 2017 to current

- Worked closely with client design and development teams, providing modern front-end and UI development capabilities and guidance.
- Architected, built, and delivered a custom Bootstrap-based design framework for a client in close collaboration with designers. Deliverables included sample templates, documentation, and source code making use of **Bootstrap v4**, **Sass**, **Gulp**, and **modern HTML/CSS**.

Front End Developer (contractor) at Connexions Loyalty
Minneapolis, MN — February 2017 to May 2017

- Developed new features using company's custom **Javascript (ES5)** front-end framework, based loosely on **Backbone**.
- Built and delivered **pixel-perfect CSS** (via **Sass**) themes for clients informed by high-level style guides and close collaboration with UX personnel. All themes were delivered ahead of schedule.
- Took initiative to optimize and fully document the **Grunt**-based build system used throughout the company, significantly improving compilation times and enabling more rapid UI feature development.

Web Designer/Developer at Securities America, Inc.
Omaha, NE — October 2015 to July 2016

- Designed, wireframed and prototyped web applications in collaboration with developers and business owners using **Axure**, **Photoshop**, **HTML**, **CSS,** and **Javascript**.
- Established and advocated for the use of the company's first style guide (custom built in **.NET MVC 5**) and design framework (built on top of **Bootstrap 3** using **LESS**, **Gulp**, and **Javascript**).
- Worked closely with .NET developers to build web applications using **.NET MVC 5**, **Bootstrap 3**, **KendoUI**, **jQuery**, custom **Javascript (ES5)** and **modern responsive HTML/CSS**, often interfacing with **.NET web services**.

Web Developer (contractor) at Creighton University
Omaha, NE — March 2015 to June 2015

- Contract **full-stack** web development of a custom internal content management system for faculty activity.
- Responsibilities included designing, architecting and developing a custom solution using **PHP**, **MySQL**, **CodeIgniter**, modern **HTML/CSS**, **Bootstrap 3** and custom **Javascript** with **jQuery**.

Graduate Assistant at University of Nebraska at Kearney
Kearney, NE — August 2011 to May 2014

- Digitized educational videos for online distribution using Adobe Premiere.
- Assisted faculty in updating and maintaining online curriculum through Blackboard LMS.

Undergraduate Researcher at University of Nebraska at Kearney
Kearney, NE — May 2010 to May 2011

- Designed and taught a full semester-long course to a group of fellow undergraduates entitled "Interactive and Generative Art", culminating in a public exhibition.

Web Programmer at Kearney Hub
Kearney, NE — November 2008 to June 2010

- Redesigned entire website in collaboration with business owners and marketing personnel using **Photoshop**, **physical processes**, and **HTML/CSS/Javascript** for iterative mockups and prototyping. Included the use of user surveys and basic analytics for UX insights.
- Developed new website features within proprietary industry-specific CMS using **PHP**, **HTML**, **CSS** and **Javascript**.
- Designed and developed microblogs for reporters using **WordPress**.
- Interacted with external small-business contract clients to build and maintain their websites using **PHP**, **MySQL**, **HTML**, **CSS** and **Javascript**.

EDUCATION

Master's of Science in Education (M.S. Ed.) in Instructional Technology
University of Nebraska at Kearney — August 2011 to May 2014

- Pursued self-directed, project-based courses and research focused on the integration of advanced and emerging technologies into studio art curriculum in close collaboration with arts faculty.
- Collaborated with Arts faculty to expand their existing undergraduate curriculum with hands-on, project-based exercises centered on STEAM concepts and emerging technologies like Arduino, 3D printing and projection mapping.

Bachelor's of Science (B.Sc.) in Computer Science
University of Nebraska at Kearney — August 2005 to May 2011

- Designed and taught a full semester-long course to a group of fellow undergraduates entitled "Interactive and Generative Art", culminating in a public exhibition.
- Facilitated acquisition and execution of a $20,000 grant with Computer Science and Art & Art History departments.