

## Jay Cribas

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Software engineer with 10+ years of graphic design and publishing experience. Went from Junior Designing and coffee fetcher, to an Art Director who hired and mentored other up-and-coming designers. Now I'm looking to rechannel my obsession with composition, organization and work efficiency toward creating engaging user experiences, contributing code held to the same standard of visual design.

### SKILLS

- Languages: JavaScript, SQL
- Frameworks/Libraries: Node.js, Express, React, Redux, jQuery, Mocha
- Other Technical: Git, RESTful programming, API integration, AJAX, debugging

### PROJECTS

- Roam: A full stack web app, travel community for users to share tips about their favorite locations around the world. A user can create an account, update their profile, and leave travel trips on featured cities.  
Tech stack: Node.js, Express, PostgreSQL, EJS, Bootstrap, Express Session, bcrypt  
[\[Live site\]](#) | [\[Code\]](#)
- Personal Site: Ongoing project to demonstrate responsive web design and API integration.  
Tech stack: React, AirTable API  
[\[Live site\]](#) | [\[Code\]](#)

### WORK EXPERIENCE

#### Art Director, Bay Area Reporter

January 2013-February 2017

- When our previous Art Director had to leave without notice, I stepped up to maintain order amidst chaos
- Refreshed the brand and published 180+ issues, including 3 special Pride and Best Of editions that flew off shelves
- Developed concept design and launched a new nightlife section used for additional revenue stream to increase our page count at a time when other publications were folding
- For a more effective team, hired and mentored an assistant designer who eventually took over as Art Director
- 92% on-time record of delivering preflighted files to press, previously the paper struggled with deadlines which cost us late-fees

#### Design Director, Odyssey Magazine

November 2008-September 2016

- To maximize revenue and accommodate later deadlines, constructed time-saving reusable, flexible templates for layouts
- Created dynamic, maintainable ad campaigns for clients with a 70% retention rate
- Launched magazines in 3 new cities during my tenure

#### Production Manager/Digital Imaging Technician, Here Media

March 2007-July 2010

- Managed production cycle of 3 magazines, quickly demonstrating my attention to details and effectively communicate with editorial or sales teams about any changes needed
- In my downtime, took on additional roles to help other departments out or took online courses to be even more efficient at InDesign, Photoshop, and Illustrator

### EDUCATION

2017-2018 *Software Engineer Apprenticeship*, Learners Guild; Oakland, California

2016 *Web Development*, City College of San Francisco; San Francisco, California

2005-2006 *Graphic Design*, Santa Monica College; Santa Monica, California

2003-2004 *Graphic Design*, Los Angeles Mission College; Sylmar, California

2002-2003 *Art*, Los Angeles Valley College; Van Nuys, California

2000 University of California- Berkeley; Berkeley, California

Diploma, San Fernando Magnet High; San Fernando, California