

Jess Mear

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// Experience

2016 **Freelance**

2003 **Developer & Designer**

- Created websites, games, and print materials for large and small clients

2014 **Shutterfly / TinyPrints**

Content Production Designer

- Verified and converted art files for integration with an online customization tool

2007 **iGo, Inc.**

2004 **Marketing Creative Specialist**

- Redesigned, launched, and maintained corporate websites
- Created interactive online product demos
- Graphic design for both web and print

2004 **NAU TECHShare**

2003 **Multimedia Design Intern**

- Created user interfaces and interactive elements for culturally aware multimedia lessons for K-12 using ActionScript and HTML

// Education

2016 **Eloquent.ly**

Web Development Workshop

HTML, CSS, Bootstrap, Sass, algorithms, Ruby, Ruby on Rails, JavaScript, React.js, Git, Test Driven Development

2004 **Northern Arizona University**

BFA in Visual Communication

Design with a focus on web development and ActionScript

// Projects

Poemsaurus started as a command line Ruby project and grew into a Rails app. It interfaces with multiple APIs to write computer generated poetry.

Role: all aspects

poemsaurus.herokuapp.com/

Rose Curves is an exploration of the many patterns that can be generated with mathematical equations, given a few altered parameters.

Role: all aspects

jessmear.github.io/rosecurves/

Music Press Distress and **Eek Shark!** are fun and educational games implemented with ActionScript.

Role: programmer

makingmusicfun.net/htm/arcade.htm

The Garden was a first investigation of using math to create interesting visualizations. It was created with ActionScript.

Role: All aspects

makingmusicfun.net/htm/arcade.htm

// Skills

HTML5

CSS3, CSS BootStrap, Sass

JavaScript, React.js

Ruby, Ruby on Rails

Test Driven Development

Web Design

// Software

SublimeText

Command Line

Git

Adobe Illustrator

Adobe Photoshop

// Fun

projecteuler.net

www.freecodecamp.com

Ten Lines of CSS

#100daysofcode

Volunteering

