## **Jared Darr** - Interactive Developer

#### LANGUAGES

html 5 css3 javascript actionscript objective-c php

## HIGHLIGHT OF QUALIFICATIONS

- Enthusiastic, energetic; excellent at working in a team setting and meeting deadlines
- Organized, and detail oriented
- Able to guickly learn new software, languages, and technologies
- Solid understanding of object oriented programming
- Over 7 years development experience and 4 years experience leading a team

## FRAMEWORKS/TOOLS

grunt bower iquery backbone easeljs angular ember titanium/alloy git/svn

## **EDUCATION**

BA, Graphic Design, Eastern Washington University, Winter 2007 Minor in Multimedia Programming and Web Development

### PROFESSIONAL EXPERIENCE

NXNW - 2013 - 2014

## Interactive Developer

- Planned and developed modern responsive websites from inception to completion, as well as web apps, and mobile apps.
- Responsible for wireframes, sitemap, user experience, information architecture, development, and testing.
- Presented to clients on a weekly basis, oversaw design/developer interns, and often lead a team during the course of a project.

## 14Four - 2007 to 2013

## Flash Developer

- Build interactive applications, and banner ads using Flash and Actionscript
- Debug, optimize, and QA projects, as well as suggest optional enhancements to the user experience.

# SOFTWARE

Sketch Photoshop Illustrator Fireworks Flash Eclipse Xcode Sublime Text Atom Coda

## CONTACT

jared.darr@gmail.com

## Frontend Developer

- Transitioned from Flash developer, to develop for a multitude of platforms/technologies such as iOS, Javascript, HTML 5, and mobile/responsive websites.
- Helped find new tooling to create a better internal workflow for developers, as well as new software to manage projects more
- Worked directly with backend developers to integrate backend APIs and views.

#### Team Lead

- Helped implement/integrate agile development process
- Responsible for a team of 4-5 developers, running daily/weekly meetings, and training junior developers.
- Scoped new projects, estimated out cost and timing, and suggest ideas in creative brainstorms.