

# Jared Darr - *Interactive Developer*

## LANGUAGES

html 5  
css3  
javascript  
actionscript  
objective-c  
php

## FRAMEWORKS/TOOLS

sass  
grunt  
bower  
jquery  
backbone  
easeljs  
angular  
ember  
titanium/alloy  
git/svn

## SOFTWARE

Sketch  
Photoshop  
Illustrator  
Fireworks  
Flash  
Eclipse  
Xcode  
Sublime Text  
Atom  
Coda

## CONTACT

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## HIGHLIGHT OF QUALIFICATIONS

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

## 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.

#### *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 effectively.
- 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 brainstorming.