



Work Experience

Full Stack Web Developer REVERSE RISK 2012 - 2016

Developed dynamic data driven reports, customer registration and customer management tools coding HTML, CSS, Javascript, NodeJS, MSSQL queries and using AWS and Redis for a software product used by hundreds of car dealerships across the country. Report complexities involved handling user input data and data formatted from different dealership DMSs stored in hundreds of tables, coding analysis of the data and generating historical and trend reports, product usage reports, and employee performance reports. Reports included user ability to filter based on time ranges, products, roles, and other criteria to instantly obtain exactly the customized data-crunched report they needed. Report design had to account for different levels of permissions to view data or partial data for the different customer roles.

Director of Game Design SCIENTIFIC LEARNING 2010 - 2011

Designed UIs and coded working prototypes for neuro-science based adaptive training educational games focusing on improving short term auditory memory, auditory processing, and building sustained focused attention for youth with language learning impairments. Managed reward animation and sound asset production from internal illustrator/animators, sound designers and contract artists.

Lead Prototype Designer SCIENTIFIC LEARNING 2000 - 2009

Worked closely with research team to design UIs and code functional interactive ECMAScript based prototypes for adaptive training reading and language learning games for a wide range of audiences, including elderly suffering from aphasia, teenagers with reading disabilities and k-6 language learning impaired youth. Participated in iterative design processes with user testing and agile software development. Designed UIs for products used by over 1 million children.

Education

University of Washington
BFA

Stanford University, CA
BA

Let's Solve it!

<https://jmontydesign.github.io>
jmontydesign@gmail.com
831-915-4162