

JONATHAN ELBOM

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SKILLS AND STRENGTHS

- The ability to blend UX design and engineering expertise into a single progressive discipline
- Experience working closely with design team members and technology partners to develop prototypes and presentation layer experiences
- A Systemic point of view to problem solving and UI Pattern design and development,
- Expert proficiency with CSS (and JavaScript) transitions, animations, and motion behaviors
- Expert proficiency implementing both macro- and micro-interactions
- Strong attention to detail and a desire for performance and craftsmanship
- Highly versed and skilled in responsive web, mobile web, touch interaction, and accessibility
- Expert proficiency building high fidelity web/mobile web prototypes
- Excellent client communication
- Strong interpersonal skills including strong verbal, listening and written communication
- JavaScript, CSS, HTML, SVG, JSON, XML, GIT, JS Task Runners
- React, Backbone, JQuery, Bootstrap, Zurb Foundation, SASS, LESS, EaselJS, Raphael, Sketch, Illustrator, Photoshop

PROFESSIONAL EXPERIENCE

HomeAway.com/ Design Technologist

July 2016 - Present

My work as a Design Technologist at HomeAway has been focused on desktop and mobile React UI component creation for HomeAway's Design System and high fidelity prototyping for HomeAway's UX Lab. I play a role at HomeAway to help bridge the gap between UX design and production engineering, both vetting design ideas and aiding in production implementation, to ensure a polished and crafted product.

JonnyBomb / Principal

February 2002 - Present

JonnyBomb began as a series of music production projects and continues as interaction design and development consultancy. I have designed and developed numerous xml driven rich media websites and widgets for musicians, artists, and athletes and done contract work for the University of Texas at Austin. For the past 3 years, i have only been doing work with my friend Dr Steven Gray, providing UI/UX and front end development for his fuzzy logic cognitive mapping application, Mental Modeler (www.mentalmodeler.com, www.jonnybomb.com/umasslab)

Pearson Education / Senior Software Developer, User Experience Lead

September 2010 - Present

A little over 2 years ago, I began doing purely JavaScript development, beginning with a port of Pearson's Technology Enhanced (Test) Items,TEIs, to HTML and JavaScript using a combination of Raphael (interactive svg library) and EaselJS (interactive HTML Canvas library). After doing that for about 3-4 months, my team switched to creating a RESTful single page web application used to author high-stakes summative test questions and build test forms. We are about 70% complete with the authoring component of the app, and have started high-level design and development talks about the form building component. For this project, I am a lead client-side developer, establishing much of the client-side architecture, as well as the UX/UI lead, helping establish the desired user experience and creating all the visual designs. My previous roles were ActionScript3 development and Interaction Design/UX for the content layer (front end) of Pearson's flagship electronic test delivery system. This involves architecture, user experience (interaction design), graphic design, and ActionScript development of the test shell and all navigation, tools, and accommodations associated with it, as well as the design and development of custom skins and implementations for Flex components. I also participate in the design and development of new interactive, "innovative" item templates for use with the testing system. Pearson's clients for these projects include states such as Texas and Virginia.

Springbox / Senior Rich Media Designer

November 2007 - September 2010

My main role was as an ActionScript developer for microsites, flash widgets, and a few kiosk and mini-games. I did do a fair amount of usability and user experience consulting as well as general conceiving/ideation and a little bit of graphic design. I am extremely familiar with the creative agency process and actually helped Springbox to further refine their own internal processes. I participated in client communication regarding ideation and problem solving and was responsible on a daily basis for developing and refining interactive media for clients such as LG, PayPal, Dell, The Lance Armstrong Foundation, Disney Interactive Group and Callaway Golf.

Enspire Learning / Lead Flash Developer, Interim Co-Director of Multimedia Design and Development

November 2001 - October 2007

I worked as Lead Flash Developer and spent my last 5 months there co-directing a 14 person Multimedia Department for a custom e-learning development studio, focusing on flash-based, interactive media production. Responsibilities included managing a group of 5-7 designers, ensuring work quality and production efficiency, maintaining positive client communication, and collaborating with and supporting other department directors, sales, and the executive team. I have participated in all aspects of interactive media and e-learning courseware development, including requirements gathering, concepting and high-level design, developing personas and use-case scenarios, creating wireframes, designing Graphical User Interfaces, prototyping, developing shot-list, drafting storyboards, creating static, time-based, and interactive media, implementing revisions, and ensuring successful deployment. Over the past 6 years, I have completed projects as both lead designer and lead developer, interfacing with clients and providing creative and technical direction for project teams. I have produced courses for clients such as SAP, Pfizer, and Harvard Business School Publishing.

Anaxsos / Consultant

June 2005 - July 2005

Designed and developed a flash-based media sequencing platform for a series of Online Subject Matter Refresher Courses for ABCTE. I was brought in during the proposal phase and worked closely with an instructional designer to develop a proof of concept. After the work was won, I collaborated in the design of the site architecture for the curriculum, which was deployed on BlackBoard CMS. I also designed and developed several of the interactive flash-based pieces and was responsible for hiring, managing, and providing creative and technical direction for other flash designers, developers, and artist.

ActiveInk / New Media Developer

March 2000 - August 2001

Designed graphics and dynamic flash-based interactivities for K-12 Science and Language Arts online courseware. Contributed to information architecture and usability discussions for the development of a custom learning management system.

AWARDS

2011 Austin ADDYS

Bronze Addy, Self-Promotion, Interactive
Springbox Photography Website
Role: Senior Rich Media Developer

2011 NACADA Advising Technology Innovation

Certificate of Merit
Wayfinder created for UT Austin
Role: Lead Developer and Interaction Designer

2009 Austin ADDYS

Silver Addy, Interactive Media (Micro or Mini Site)
Callaway Golf: Netfits
Role: Lead Rich Media Developer

2009 Business-to-Consumer Automotive Communications Award

Nascar: 2009 Ultimate Performance Make-Over
Sweepstakes Microsite
Role: Lead Rich Media Developer

2008 Adobe Site of the Day

PayPal: Safety Training Microsite
Role: Lead Rich Media Developer

2007 Horizon Interactive Awards

Gold Medal in Consumer Education
The Patient's Guided Tour created for Unit 7/Pfizer
Role: Lead Developer

2006 Horizon Interactive Awards

Silver Medal in Training/Education
Virtual Team Management created for SAP
Role: Lead Designer

2005 Brandon Hall Excellence in Learning Award

Gold, Custom Content, Full Course
Virtual Team Management created for SAP
Role: Lead Designer

2004 Texas Interactive Media (TIM) Award

Finalist
Focus on the Heart... created for CMEonCD/MEBN
Role: Lead Designer

2003 EdNET Award

Finalist, Pioneer category
Leader Training Program created for NCCE
Role: Lead Designer

EDUCATION

Bachelor of Science in Communications (Radio-Television-Film)
University of Texas, Austin, 1998
Summa cum laude, 3.97/4 GPA

-- REFERENCES AVAILABLE UPON REQUEST --