**Justin Care**

Mesa, AZ | 610-780-5522 | care.justin@gmail.com | [LinkedIn](http://www.linkedin.com/in/justin-care/) | [Portfolio](https://justincare.io/)

**Front End Developer**

Dynamic Front-End Developer with expertise in building interactive, user-focused solutions for K-12 eLearning platforms. Skilled in responsive design, accessibility compliance, and performance optimization. Proven track record of collaborating with cross-functional teams, mentoring colleagues, and delivering scalable tools to streamline development processes. Passionate about solving complex problems and creating engaging digital experiences.

**Areas of Expertise**

Interactive Media Development | Prototyping, Testing & Debugging | Deployments & Updates | UX/UI Design |

Wireframing | Performance Optimization | Problem-Solving | Troubleshooting | Content Management Systems (CMS) | Vendor Management | Stakeholder Relationships

**Technical Proficiencies**

JavaScript | CSS | HTML | JSON | React | Vite | Bash | Git | GitHub | jQuery | Node.js | Three.js | Atlassian JIRA | Angular | REST APIs | Graphql | AJAX |Go

**Key Accomplishments**

* Oversaw large interactive projects created by partnered vendors, over extended timelines, ensuring the code was in line with technical specs, and was maintainable in the future
* Prototyped and built Google Cardboard style 360-degree interactive experiences built upon Three.js library in 2017/18. Users took on tours of national parks and monuments shot with 360° cameras and could interact with certain objects for more context or information.
* Partnered with VP of Product Management to prototype vision for potential new style of interactive content.
* Led successful transition from Flash Developer to JS Developer in 2014, that required acquisition of new responsibilities and resulted in entirely new role.

**Career Experience**

**Imagine Learning**, **Glynlyon,** Tempe, AZ **January 2020 - October 2024**

**Senior Interactive Developer**

This role was inclusive of all responsibilities and duties found in the Senior Interactive Technologist role, but also added in:

* Empowered non-technical teams to autonomously create standardized, template-based interactive content with design and implementation of internal tools.
* Oversaw numerous large interactive projects with third-party vendors, reviewing code for compliance with project goals and technical requirements.
* Enhanced engagement across K-12 platform, by successfully building and launching numerous interactive learning modules.
* Attained accessibility compliance with WCAG standards and other technical specifications across third-party content, by overseeing vendor collaboration efforts.

**Imagine Learning, Glynlyon**, Tempe, AZ **April 2018 - January 2020**

**Senior Interactive Technologist**

Developed, tested, and maintained interactive content for K-12 eLearning curriculum, employing JavaScript, CSS, and HTML to create rich-media, engaging learning modules. Offered technical support and troubleshooting for legacy interactive content. Enhanced functionality, accessibility, and user experiences across platforms. Partnered with multiple stakeholders, advised on technical requirements, designed strategy, and implemented best practices across all interactive projects. Streamlined production and facilitated consistency across content delivery by building custom in-house tools and templates that enabled non-technical team members to generate interactive content autonomously. Achieved continuous improvement by evaluating and optimizing existing interactive content for scalability and improved performance.

* Augmented user engagement and improved learning outcomes within K-12 platform, with development and launch of multiple high-impact interactive modules.
* Increased content creation efficiency with reduction of dependency on technical staff.
* Played critical advisory role in cross-departmental initiatives, fostering innovation, aligning interactive projects with educational goals, and engendering culture of excellence.

**Imagine Learning, Glynlyon**, Tempe, AZ **November 2011 - April 2018**

**Interactive Media Technologist**

Developed, implemented, and maintained in-house interactive media content for K-12 eLearning curriculum. Boosted performance, compatibility, and longevity, by leading migration from legacy Adobe Flash and ActionScript software to HTML5 standards. Produced custom, rich-media interactive content with JavaScript, CSS, HTML, ActionScript, and Adobe Flash. Created engaging, accessible educational experiences for range of learning levels. Delivered ongoing maintenance and debugging for legacy interactive content, ensuring seamless performance and integration across multiple products. Liaised with and advised cross-functional stakeholders, providing technical insights, project feasibility analysis, and guidance on interactive media design aligned with curriculum objectives and technical standards.

* Ideated and launched portfolio of interactive learning modules that hiked student engagement and improved knowledge retention.
* Served as key member of cross-functional project team, strengthened alignment between Technical and Educational teams, supporting strategic goals.

**Education**

**Bachelor of Arts in Game & Interactive Media Design (BA)**

Collins College, Tempe, AZ