

David Keegan

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[GitHub](#) | [Dribbble](#) | [Twitter](#)

I am a developer/designer and love being able to marry the two with a dash of user experience! I love designing an application or website in Photoshop and making it come alive in code. I have been programming for the web for over 10 years and for the Mac and iOS sense the iPhone SDK was released. I am proficient in a number of languages most notably being: objective-c, coffeescript/javascript, and python. I am an active member of both communities, [doing interviews](#), contributing open source to GitHub and posting work on Dribbble. I am also a contributor to the design focused blog *The Industry* and also write design and development related posts for my [personal blog](#).

Independent Development

Play by Play

[Play by Play](#) is the first Mac client for the popular design community [Dribbble](#).

Play by Play received a 9/10 from mac.appstorm.net and was featured by Apple in *New and Noteworthy* for two weeks in February 2012.

Spectttator

[Spectttator](#) is an open source framework for asynchronously communicating with the Dribbble api. Spectttator was developed for Play by Play.

INAppStoreWindow

[INAppStoreWindow](#) is an open source project that makes it easy to add a Mac App Store style title bar to your windows. This project was created by Indragie Karunaratne who asked me to join the project and I am now it's primary maintainer. This project has been used in apps like Sonora, Play by Play, Sparkbox, ReadNow, AIM for Mac Preview, and many more.

Employment

Blizzard Entertainment

February 2007 - Present

[Blizzard Entertainment](#) is a video game company known world wide for it's award winning titles like *World of Warcraft*, *Star Craft*, and *Diablo*.

During my time at Blizzard I was a software engineer for the cinematics team working on everything from animation to rendering. Creating tools used by artists, websites for approvals, and api's for other programmers.

The most recent project I worked on was a ground up re-write of the lighting tool. This tool is a desktop application with the front end written completely with HTML, CSS/SASS, and coffeescript/javascript running inside of a custom build of chromium. My primary role on this team was to design the user interface/experience and build out most of it as well as build core functionality into the application.

O Entertainment | Back at the Barnyard

July 2006 - February 2007

[Back at the Barnyard](#) was a television show based on the *Barnyard Movie* that aired on Nickelodeon.

My responsibility on this show was the creation of software and pipelines for taking digital assets from concept paintings to final renders.

In this role I developed software and webpages for: story boarding, an asset managements system with pdf batch exporting for outsourced contractors, and an approval website for the director and Nickelodeon executives to approve characters and concepts remotely.

Omaton | Barnyard Movie

August 2005 - July 2006

[Barnyard](#) was a children's animated movie released by Nickelodeon and Paramount Pictures.

My responsibilities on this project included managing a server farm for rendering the movie and optimizing the throughput of the animated scenes to rendered final frames.

In this role I created several tools and webpages for visualizing the render farm activity and trouble shooting animation scenes that failed to render.