LEAH WHITTAKER

Front-End Web Developer

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Profile

I am a Senior Front-End Developer looking for a forward-thinking, challenging, and collaborative environment where I can create compelling digital experiences.

- **Languages:** JavaScript , HTML, CSS, ActionScript3, PHP, Adobe ExtendScript, Java
- **Frameworks:** AngularJS, Node.js, Greensock TweenMax, RequireJS
- **Automation:** Git, Gulp, Bower, npm, SVN
- **Tools:** Illustrator, Photoshop, After Effects, Flash

Experience

Sr. Creative Technologist   April 2014 – Present

Conversant, Inc.   *Chicago, IL*

- **Development and Project Lead for Personalized Video:** created new automation product and process for individualized video advertising using AngularJS, Node.js, and ExtendScript with Adobe's CEP Platform.
- **Co-Lead Developer for Rapid Ad Development Framework**: created an object-oriented JavaScript framework leveraging JavaScript, RequireJS, TweenMax, and Hammer.js that abstracts most Ad Platform and browser-created complexities and provides reusable components for common features
- **Creative Technology Training Lead**: created the onboarding process for the Creative Technology team to reduce onboarding time by 50% while improving new hire productivity and knowledge significantly

Creative Technologist   December 2011 – March 2014

Conversant, Inc.   *Chicago, IL*

- **Development and Project Lead on Batch Image Cropping Tool:** achieved 80% incremental resource gains for image cropping and processing for multi-size digital advertisements
- **Development and Project Lead for Digital Asset Management Tool:** responsible for developing an intuitive asset keywording and search interface. Guided the internal teams to purchase a third-party tool instead of developing in-house.
- **Advertisement Developer:** Collaborated with Art Directors, Production Artists, Account Managers, and Client Integration Engineers to create dozens of unique, personalized ad campaigns in both Flash and HTML

Game Developer   May 2009 – June 2011

Coolmath.com, Inc.   *Remote*

- **Original Games:** Responsible for the design, programming, artwork, sound, and testing of dozens of original flash games
- **Modified Games:** Modified purchased games to include customized artwork and functionality
- **Self-Development:** Learned a variety of technical skills, and self-managed project structures and timelines

Education

University of Richmond - 2009

Bachelor of Science in Biology, Minor in Spanish, Graduated Cum Laude with Honors

Undergraduate Research in Genetics - Fall 2006 – Spring 2009

- Conducted research on the involvement of RNA interference in regulating development by practicing hypothesis-driven problem solving to develop original experiments and modify protocols
- Received the Robert F. Smart Award for Best Undergraduate Research Proposal