Jordan Lysenko **Creative Developer**

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github.com/lysenkoj
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technical skills

Proficient
JavaScript, Node.js, Express, React, Redux, PostgreSQL, jQuery, Git, Heroku, HTML, CSS3/SaSS
Knowledgable
Bootstrap, Web Animation API, Pixi.js, Phaser.io, Socket.io, Bluebird, Mocha, Chai, Photoshop, Illustrator
Learning
Progressive Web Apps, Unity, React Native

education

Brigham Young University
Provo, UT - Apr 2012
Bachelor of Fine Arts, Illustration

The School of Visual Arts
New York, NY - May 2014
Master of Fine Arts, Illustration

Fullstack Academy
New York, NY - Dec 2016

work experience

The Collected Home : thecollectedhome.com
github.com/lysenkoj/the_collected_home
Co-Founder / Fullstack Developer
Norwalk, CT *April 2017 - Present*
- eCommerce web site with user authentication, filtering, and order checkout capability
- Implementing a single-page web application, utilizing **Node.js**, **Express**, **Webpack**, **PostgreSQL** and latest design trends and technologies
- Creating custom **React.js** components using **CSS3** and **SaSS** to distinguish brand and UI
- Managing Front-End State using **Redux**
- Installing and Configuring eCommerce database to efficiently consolidate both company and user data to allow for scalability

- Oversee employees and store operations to achieve established store objectives
- Manage retail staff, including cashiers, support and sales associates working on the floor
- Help retail staff achieve targets by monitoring hourly sale KPI's and using these metrics to determine which areas of performance to improve upon
- Monitor current inventory and customer trends to inform future purchasing
- Work to establish and reinforce business relations with current, new and potential product vendors

Jordan Lysenko Design and Illustration
New York, NY *May 2014 - Nov 2015*
Freelance Concept Artist and Designer
- Designed 2D pre-production graphics for the video game industry
- Clients included Reminiscent Echoes, Level 4 Games, HeatLoss Studio, and Fresh Planet
- Specialized in character concept art, environment concept art and UI Design

technical projects

Hey Dan - Global Game Jam 2017
Software Engineer
http://globalgamejam.org/2017/games/hey-dan
- Awkward Situation Simulator developed entirely over a 36 hour period
- Responsible for in-game UI and game mechanic balance changes

Lunar Adventure
Software Engineer
lunar-adventure.herokuapp.com
- The classic lunar landing game with a twist using pixi.js and sockets.io
- Developed game logic, created front end UI experience and designed game art assets