Neil Meskauskis

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EDUCATION

Purdue University (Indiana) - 3.52/4.00 GPA
Bachelor of Science in Computer Graphics
Minor in Fine Arts and Computer Technology

SKILLS & SOFTWARE

Drupal, Wordpress, Git, SVN, Jira, Trello, Aptana, Photoshop, Illustrator, InDesign
XHTML, PHP, CSS, SASS, JavaScript, JQuery, Angular, XML, MySQL, Flash/AS3, Google
Publisher Tags, Google Analytics, Google Tag Manager, Dart For Publishers

EMPLOYMENT

Meredith Corporation (New York, NY)
Senior Front-End Developer (11/15 - now)
> Meredith is a major publisher with an array of Drupal sites. I work primarily on the
> Drupal 7, Martha Stewart responsive site. Day to day our small front end team
> extensively uses: Sass, jQuery, and TPLs for presentation, Google Analytics for
> tracking, Google Tag Manager for 3rd party plugins, and Google Publisher Tags for
> ad integration.

Martha Stewart Omnimedia (New York, NY)
Senior Front-End Developer (1/12 – 11/15)
> All of the Martha Stewart sites are responsive and use Drupal 6. I am responsible
> for the presentation layer, consisting of: TPLs, JQuery, and Sass. Occasional
> module coding is necessary to ensure proper TPL optimization. We develop in the
> agile process and work in tracks. I work closely with the design and UX team
> members to implement user stories. Coding requires compliance of mandatory
> coding standards to ensure readability and compatibility among developers.

Clear Channel (New York, NY)
Online Producer (3/09 – 1/12)
> Clear Channel is a media conglomerate consisting of radio broadcasting, concerts,
> and billboards. I am responsible for development and layout of all of our NYC radio
> station websites, including Z100 (America's biggest Top40 station). I developed PHP
> sites to promote events, contests, and audio/video components. Leveraging social
> media was key to site growth. We used proprietary CMS software for data and
> blogs.

Oddcast (New York, NY)
Senior Designer (9/08 - lay offs)
> Oddcast creates web based, user-generated products for fortune 500 companies
> (Coca-Cola, McDonald's, ESPN, Jeep, and more). I designed and implemented the
> UI and animations for the Flash applications. Non-scripted animations were coded
> in ActionScript 3.0.

Gameloft (New York, NY)
UI / Animator (12/06 - 9/08)
> Gameloft is the #1 mobile publisher. My challenge was to design UI that would
> adapt to the wide array of handsets on the market, while maintaining maximum
> readability. In addition to menu animation, I also animated game assets like
> characters, environments, and effects. 3dsmax was used for modeling and texturing
> high-resolution models used for promotional posters.

FREELANCE Trendalytics (New York, NY)
Front-End Developer / Designer (4/11 - current)
> Trendalytics measures what merchandise trends resonate with consumers and guides apparel and accessories companies on how to use this data to maximize revenue. The Angular site features a clean, white layout and uses HighCharts for presentation of graphs and charts. I provide design direction and am the primary front-end resource for layout and presentation. Data comes from a variety of social networking APIs.

F. Schumacher & Co. (New York, NY)
Web Developer (2/09 - current)
> Since 1889, Schumacher has brought its commitment to superb quality and superior design to interiors. I maintain and improve the current e-commerce sites, which showcase the entire collection of textiles the company has to offer. I am also leading the direction in developing new sites to showcase more products. Sites are developed in PHP and use Flash and MySQL.

Sociagami (New York, NY)
Lead Designer (10/07 – 2/09)
> Sociagami was a web startup that combined the leading social networks into a single desktop application. I was a co-founder and responsible for UI, UX, development, branding, and online banners. Sociagami was developed in WPF.