

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 (11/14 - 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 – 11/14)

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.