Anthony Le

Developer

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Technical Proficiency

Technologies: JavaScript, HTML5, CSS3, jQuery, React, OOP, APIs, AJAX, Photoshop, Illustrator, MySQL, PHP, Apache2, Ubuntu, UI/UX, JSX, Node.js + Express, Agile Methodology, AWS, Maya, Substance Suite, Zbrush, 3D Coat, 3D Modeling, 3D Texturing, Unreal Engine

Tools: Git, Chrome Dev Tools, Postman, VsCode, Meistertask, Confluence

Professional Experience

Web Developer | Doctor Genius

Jan 2020- Present, Irvine, CA

- Developed responsive websites using Wordpress, HTML5, CSS3, Bootstrap, Materialize, and PHP
- Produced single-page landing sites using WordPress, HTML5, CSS3, Materialize, and PHP
- Created custom digital marketing content for clients using Photoshop and the Adobe Creative suite.
- Provided extensive training for new hires and internal team for different stages of the production
- Generated and posted hundreds of social media throws according to SEO practices
- Optimized social media for hundreds of clients following SEO practices.

Holger Dental Group through Doctor Genius

Project: Website

- Created custom Wordpress pages with client provided content.
- Customized site colors and layout based on client's requests
- Produced/modified/optimized images and logos for site
- Optimized site for desktop and mobile responsiveness

Dillon Hair through Doctor Genius

Project: Website

- Implemented client provided content to site
- Constructed site buttons, sliders, and forms
- Made HTML and CSS changes base on client specifications

Bushdid Smiles through Doctor Genius

Project: Website

- Migrated old site content to current site
- Created custom service pages
- Modified client provided images to branding guidelines
- Transform client's logo to client's needs

Freelance 3D Artist

May 2015 - Present

- Created commissioned models to be 3D printed ranging from wedding toppers to mini figurines
- Utilized 3D software such as Maya, Zbrush, 3D Coat for 3D Modeling in High/Low Poly assets
- Textured 3D environments with Photoshop, Substance Suite, and 3D Coat for use in Unreal Engine

Applications

Memory Match - Persona 5 Theme

A memory match application that is themed after a popular video game.

- Built using JavaScript and jQuery for dynamic HTML5 elements such as the card game board and player profiles
- Stylized HTML5 elements with CSS for a cohesive UI/UX design similar to the design of the Playstation game
- Create custom animations with javascript and css
- Create custom art assets with Photoshop

Posterizer - Online Store Demo

Content Management System for keeping track of posters added/deleted, and purchased.

- Created a full stack app using a PHP/MySQL back-end with a React front-end
- Took advantage of BootStrap 4 classes for a quick responsive design
- Created a simple REST API to pull posters from MySQL database
- Built basic back end error handling for failed requests.
- Provided basic form validation for customer checkout page.

Mood Tracker - Melleau

Melleau is an emotional health awareness app that tracks the user moods of the day

- Constructed with React & Chart.js to retrieve information from MySQL database with PHP and phpMyAdmin
- Managed and streamlined state of application's modals requiring different forms of user input.
- Used Meistertask & daily standups to track progress with tickets
- Mentored front end team on client side logic and file architecture
- Created custom art assets for client side
- Created fetch requests for each component of modal prompts
- Produced a first time user landing page

Education

Otis College of Art and Design / BFA-Digital Media

Los Angeles, California

- Trained in industry standards and best practices for Motion Graphics and Game Development

LearningFuze Accelerated Web Development Program

Irvine, California

- 12 weeks of training in web development
- Over 800 hours of programming