# NATHAN
## INTERACTIVE DEVELOPER

## CONTACT

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## DEVELOPMENT SKILLS

### FRONT END
HTML5 - CSS3 - Javascript - AngularJS
WebGL - Canvas - Three.js - Two.js - D3.js

### BACK END
PHP - Ruby - Java

### PHYSICAL SPACE
XBox Kinect

### NATIVE
PhoneGap

# EDUCATION

### GRADUATE
BDW
Boulder, CO
Design. Technology. Entrepreneurism.
August 2013

### UNDERGRAD
The University of Iowa
Iowa City, IA
BBA - Management Information Systems
December 2010

# EXPERIENCE

### UI DEVELOPER
EffectiveUI || August 2013 - Current || Denver, CO

I develop responsive websites, prototypes/wireframes, and applications for numerous clients in varying industries such as financial, government, tech, and hardware solutions. UX experience is a key part of this position and it is used daily.
Technology Used: HTML5/CSS3/Javascript, AngularJS, D3.js, Node.js, Yeoman, git

### FREELANCE DEVELOPER
January 2012 - Current

I develop and maintain client projects that involve content management systems such as WordPress, fully responsive designs, and captive frontend functionality. Clients include small shops, local businesses, photographers and digital agencies.
Technology Used: HTML5/CSS3/Javascript, PHP, WordPress, Koken

### INTERACTIVE DEVELOPER APPRENTICE
Mode Set || May 2013 - August 2013 || Denver, CO

I built an online game which utilizes the XBox Kinect, Three.js, and WebGL. Its purpose being to help the recovery of limb movement of brain-injured children at the Children's Hospital Colorado.
Technology Used: HTML5/CSS3/Javascript, WebGL, Canvas, Three.js, XBox Kinect, Java

### APPLICATION PROGRAMMER/ANALYST
The University of Iowa || January 2011 - July 2012 || Iowa City, IA

I worked on the Human Resources Information System website for the University. I created applications within the website for the use of the University employees as well as administrative applications and reports for different HR departments.
Technology Used: HTML5/CSS3/Javascript, PHP, jQuery