

Griffin Byron

Front-end Developer at Strayer University
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Summary

I am a DC-based Frontend Developer, multimedia artist and designer covering print, web and media.

I love design. I love how life influences design. I love how design influences life. I also really enjoy working with cool people to create really, really amazing things. I am also an ardent hawk-eye on what's up now, and what's coming around the corner. You gotta stay above the ball to be a part of it. I always try to be detail-orientated in my work, pushing my own boundaries in a group context, creatively and in my tech chops. And I get really thrilled when I am a part of a seamless integration of advertising/marketing and fashion-forward design. I love how design and technology never stays still. Designers never are bored. Everything changes in design, just as in physical life. Nothing ever stands still. Mutation, evolution, fad, fashion, social-awareness, self-awareness, social- development, world-culture - these are the things that design invests in.

Experience

Front-end Developer at Strayer University

2014 - Present (1 year)

HTML, CSS, Javascript (jQuery) specialist. Creation of landing pages, often daily. Total responsive design on all work. Web/Graphic Designer for asset deliverables. Pixel-perfect coding. Drupal module development & Theming, CMS (Drupal & Wordpress), maintenance and updates. ION Liveball Specialist for the regular creation of responsive landing pages. Sparkroom Implementation of Marketing codes. Cross-browser support (down to IE8). Drupal Development (theming & module development). Schema/Rich Snippets markup implementation.

Designer for Web, Print, Media & Marketing at Pug in a Box Design

January 2010 - Present (5 years 5 months)

Web development. Web-based animation. Video editing. Full stack Development (Node.js, AngularJS, mySQL, Drupal, Wordpress, DoubleClick, Velocity.js). Brand/logo design. Stationary design & production. SEO

Scholarhero at Scholarhero

August 2013 - May 2014 (10 months)

Mobile app development. UX/UI prototyping & development. Frontend web development Graphic design.

Frontend Developer at Opus One Productions

2013 - 2014 (1 year)

Front-end Developer. In charge of a re-brand: logo research and mocks for Club Cafe Live website UI/UX proposals & mock PSDs. Pixel-perfect coding of final PSD. Incorporation of AJAX API calls to the backend info structure, for ticket sales & concert lineups. Photoshop Mockups of UI, for mobile, tablet & desktop sizes.

Digital Media Intern at Mullen

June 2013 - August 2013 (3 months)

Banner ad design & animation (for Highmark, First Commonwealth Bank & AHN) . Frontend Web Development. Landing Page design & development. Campaigns pitches with clients (including full-stack strategies). UX/UI design for a new mobile app campaign.

Art Director & Manager at Art Coalesce

January 2011 - August 2013 (2 years 8 months)

Public outreach. Re-branding. Marketing. SEO. Web design & development Graphic design for print & other

marketing deliverables.

web designer & art programmer at Art Coalesce

July 2011 - 2013 (2 years)

events & programming web & logo design stationary design & production publicity, public media, SEO

Teaching Assistant at Brown University

2008 - 2011 (3 years)

Teaching labs on Interactive Design. Screen-based Interactivity. Audio technology & programming tutorials (). A/V equipment training.

Studio Proctor at Brown University

2008 - 2009 (1 year)

Listserv Co-ordinator, IT Support & Consulting, OS/server updates, A/V instillation/live sound reinforcement

Computer Cluster Administrator at Brown University, Student Services

2007 - 2009 (2 years)

IT Support Mac lab/server upkeep & maintenance. Software updates and support. Security implementation and upkeep.

Technology Consultant at Indiana University

2002 - 2005 (3 years)

Assisting students with software/hardware (Mac & PC).

Technical Assistant at Indiana University

2002 - 2005 (3 years)

Website Maintenance for the Music Library. Taught labs. Audio technology & programming tutorials. A/V equipment training.

Senior Graphic Designer at Edith Cowan University

1995 - 1999 (4 years)

Design for print deliverables Advertising & marketing. Printing.

Skills & Expertise

Frontend Web Development, Pixel-perfect web design/implementation, Flash Animation, Graphic Design, Adobe Creative Suite, UX/UI design, Illustration.

Advanced skills in Mac and Windows platforms, Unix , C & Embedded C (PIC, Arduino), Git, SSH, Rsync, Drush, basic PHP, basic Objective-C.

CSS3, SMACSS methodologies, Singularity, CSS Preprocessors (prefer Sass/Compass), CSS3 transitions/transforms, Bootstrap, Foundation, Susy, pixel-perfect Media Query responsive design.

HTML5, XHTML, Section 508 Compliancy, SEO current practices, Schema microdata/Rich Snippets markup, Cross browser support (normally down to IE8).

Javascript, jQuery, jQuery Mobile, AngularJS, jQuery UI, raphaelJS, VelocityJS , GruntJS, GulpJS, Modernizr, OO Javascript.

JSON, AJAX, RESTful Web Services/API implementation.

CMS content Authoring (Wordpress & Drupal), Drupal development (module development, Theming development).

Typography, Photoshop CC, Illustrator CC, After Effects CC, Edge CC, Autodesk Maya.

Education

Brown University

Masters of Arts (MA), Computer Graphics & multimedia, sculpture, 3D Animation, 2013

RISD

Graduate study in Graphic Design, Web Development, Digital Media, 2D/3D animation, Painting, 2007 - 2011

Indiana University Bloomington

Master of Arts (MA), Interactive Media Design & Computer Music, 2006

Portfolio & Contact

Website:

<http://griffinbyron.com/>

Github & GIST repos, demonstrating coding:

<https://github.com/puginabox/> | Username: puginabox

GIST repos, demonstrating coding:

<https://gist.github.com/puginabox> | Username: puginabox

Codepen examples of frontend coded experiences:

<http://codepen.io/griffinbyron/> | Username: puginabox