

griffin byron

Get in touch
Represented by Creative Circle:
202.827.2207
griffinbyron.com

96.85841 % work,
3.14159 % play

Front-end Developer
Strayer University (2014 -)
Drupal & Wordpress Developer,
Front-end DHTML/JQuery
Marketing & creation of design Assets

Front-end Design/Dev
Opus One (2013)
site re-brand, front-end design

UX Designer
Scholarhero (2012)
app development/UX/UI design

Digital Media Intern
Mullen Unbound (summer 2013)
working with agency staff and clients
on graphics, banner ad & animation
web design/development, mockups

Manager
Art Coalesce (2010-2012)
art programming,
web design, stationary design
public media, SEO

Founder
puginabox.com (2010 -)
web & logo design, stationary design
public media, SEO

Brown University
Teaching Assistant (2009 - 2010)
taught classes/labs, designed syllabi
Studio Proctor (2008 - 2009)
Computer Cluster Administrator
OS/server maintenance & updates

MA in Multimedia Art & Design
Brown University
RISD (Rhode Island School of Design)
web & graphic design, interactive design,
programming, painting, sculpture

MM in Computer Music
Indiana University
web, graphic, interactive design
programming, sound/music production.
Graduate Fellowship
(Fulbright Foundation).

Other than exceeding client expectations in a collaborative environment, I have had many, many wonderful experiences working with art directors, media peoples, account executives, developers, copywriters and local artists.

UX / Front-end / Responsive Web Development
HTML5, CSS3 (Sass/Compass), Javascript, JQuery, PHP, MySQL, Foundation, AJAX, RESTful APIs, angularJS, Gulp, Grunt, Bower, Composer, requireJS, Drupal Development & Drush (database development, module development), Wordpress development, mockups & wireframes (Balsamiq & Mockingbird).
Progressive enhancement, for older browsers.

Mobile Development
Jquery Mobile, PhoneGap, Media Query Responsive Design

Brand Development/Add Campaign
Banner/ad design using After Effects, Flash & Edge Animate.
DoubleClick for agency digital ad management.
Client-side simulation presentations to communicate progress/new campaign pitches.

Marketing
Sparkroom Market Code/TFN Tracking
ION Liveball Marketing

Upkeep
Software Version Control (git & github).
Scrum-based team experience, Agile environments.
Search Engine Optimization (SEO) Google Analytics.
Schema, Rich Snippets microdata.

Animation
Web: velocity.js, jQuery animation, raphaelJS, D3.js.
3D: Maya, Blender.
2D: Edge Animate, After Effects, Flash.
Video: Final Cut Pro, Premiere Pro.

Languages/Tools
HTML5 (Canvas), CS3 (Sass/Compass),
Javascript, JQuery, JQuery Mobile, JSON,
PHP, XML, Actionscript 3, Drush, C,
Unix, SSH/rsync.

I am software-agnostic;
I use what's available, when available.
Motto:
Make it work. Fast.