

Jeremy Tani

Front-End Developer

626.376.3246

jeremytani@gmail.com

<http://jeremytani.com>

(updated 02.02.2017)

Objective

My aim is to deliver the most exciting aspect of any project: the core idea that enabled it to get off the ground to begin with. Drawing upon my varied background (programming, illustration, design, and animation), I am able to take a uniquely flexible and resilient path to create, develop, and maintain solid results, no matter the platform.

While working remotely is technically feasible these days, I'd much rather prefer working in-house, as rapid and concise communication is key to a successful project.

HTML5, JavaScript, jQuery, createJS, CSS3, YouTube API, Tumblr API, Facebook API, Twitter API, Instagram, Vimeo API, ThreeJS, BabylonJS, NodeJS, HomeBrew, Gulp, Grunt, Sass, Vagrant, Foundation, EmberJS, ES6.

Experience

Independent Contractor, Front-End Developer, December 2013 – CURRENT

Currently working on various projects for clients ranging from websites to social apps to games.

Projects:

Miss Peregrines Peculiar Filters Snapchat Site. 20th Century Fox & PXL Bros. Developed entire site to allow user to build their own custom Miss Peregrines: Home for Peculiar Children-themed SnapChat filters. User is able to select a "base" design supplied by 20th Century Fox, then add additional text fields, PNG's and modify colors. At the end of the app, generates a PNG to be uploaded to SnapChat's custom filter builder. EmberJS, Foundation, Gulp, SASS, CSS3 Transitions, JavaScript, jQuery, Vagrant.

<http://www.peculiarfilters.com/>

Fathom Events. Fathom Events & PXL Bros. Assisted in revamping entire site, my role in this was to help with “lighter” front-end things like roll-over effects, transition animations, and other “Tidy-Ups”. CSS3 Transitions, JavaScript, jQuery, Custom CMS, SASS, Foundation, EmberJS, Gulp, Composer, Blade Templates, Laravel, Vagrant.

<http://fathomevents.com>

Avatar: Discover Pandora. 20th Century Fox & PXL Bros. Adopted project during QA process for bug fixes. CSS3 Transitions, JavaScript, jQuery, SASS, Foundation, Gulp, Blade Templates, Laravel. Access locked to Chinese markets only.

Retoxify Demo Prototype. FBNA & Robert Half Technologies. Built functional prototype of mobile app. UI uses rotational wheel as main UI. HTML, JavaScript, jQuery, CSS3, Grunt, Sass.

Ice Age: Collision Course / Animal Ancestry. 20th Century Fox & PXL Bros. Upload a photo of your pet, add Ice Age-d body parts, then post it! You can also see how your pet relates to the characters from Ice Age! Uses EmberJS, fabricJS, Gulp, SASS, Vagrant. Mobile-first.

<http://animalancestry.com>

Independence Day: Resurgence / Meme Resurgence. 20th Century Fox & PXL Bros. Hilarious social meme generator that takes classic internet memes but adds Jeff Goldblum’s facial expressions. Built framework. Responsive. Animated with CSS Transitions. HTML5, Canvas, JavaScript, CSS3, fabricJS, NodeJS, Gulp, Sass.

<http://memeresurgence.com>

FoxMovies.com. 20th Century Fox & PXLBROS. Made updates to new framework for any new content / custom modules requested by the client. Maintenance / patch fixes to framework.

<http://foxmovies.com>

The Boy: See What You’d Look Like as a Doll. STX Entertainment & Blackbox Creative Group. Social web app that allows user to upload a photo from their local drive/device or use their web cam to capture a photo. Several filter options are available to enhance the outcome. App then outputs a horrifying version of the user’s photo to be posted on Facebook, Twitter, Instagram or download for their personal use. For best results, use cute photos of kids! (Facebook/Twitter features are disabled).

<http://jeremytani.com/clients/samples/theboy/>

Miracles From Heaven: Meme Generator. Sony Pictures & Blackbox Creative Group. Social web app that allows users to enter their “miracle” along with a photo from their local drive/device then output it as a jpeg, post to Facebook/Twitter or download for their personal use. Additional feature: submit their generated meme to be posted on Sony’s official Miracles From Heaven Tumblr feed (showcased below the app). HTML5, createJS, jQuery, JavaScript, CSS.

<http://sites.sonypictures.com/miraclesfromheaven/mememaker/>

The Gift: Have You Changed From High School Quiz. STX Entertainment & Blackbox Creative Group. Social web app. User uploads a photo, answers a series of questions which will determine what kind of person they really are. A new version of their photo is outputted with fun scribbles on your photo! HTML5, createJS, jQuery, JavaScript, CSS, HTML5.

<http://quiz.giftmovie.com/>

Scooby-Doo: Jenga. Warner Bros. Consumer Products & Blackbox Creative Group. Simplified web game based off of the popular party game, Jenga. HTML5 Canvas, createJS.

<http://jeremytani.com/clients/samples/scoobyjenga/>

Looney Tunes: Miniature Basketball. Warner Bros. Consumer Products & Blackbox Creative Group. Play as Bugs Bunny, Wile E. Coyote, and Tasmanian Devil in wacky basketball courses! You know when these characters are involved, the results can be, shall we say, “explosive!” Fully-animated with a combination of sprites and dynamic animation. HTML5 Canvas, createJS.

<http://localhost/Blkbx/WB/LooneyBball/git/wb-looneytoons-basketball-game/>

Looney Tunes: Training Program. Warner Bros. Consumer Products & Blackbox Creative Group. Play as Bugs Bunny while Tweety coaches him to train in a series of track events! Features power-ups and obstacles. Fully-animated with a combination of sprites and dynamic animation. HTML5 Canvas, createJS.

<http://jeremytani.com/clients/samples/looneytraining/>

BLKBX Social Capabilities Tumblr Site. Blackbox Creative Group. Created custom parallax-styled Tumblr site featuring the social capabilities of Blackbox Creative Group. Tumblr API, YouTube API, jQuery, JavaScript, CSS, HTML5.

<http://jeremytani.com/clients/samples/blkbxsocial/>

RecRoom Corporate Site. Recroom Co. & Blackbox Creative Group. Temporary corporate site. Vimeo API, jQuery, JavaScript, CSS, HTML5. (Live website expired, view sample below)

<http://jeremytani.com/clients/samples/recroom/>

As Above / So Below Official Tumblr Site. Universal Studios & Blackbox Creative Group. Created custom Tumblr template to present the film, As Above/So Below. Stand-out features include random “scare tactics” pop up animations, series of special video shot with star of AASB as she treks her way downward, and end-of-website “Drop-off”, where user falls endlessly into oblivion. Tumblr API, YouTube API, jQuery, JavaScript, CSS, createJS, HTML5, HTML5 Canvas. (Website has expired).

<https://vimeo.com/134591096/dd0215d35f>

Chappie Teaser Site. Sony Pictures & Blackbox Creative Group. HTML5, jQuery, JavaScript, CSS, HTML5.

<http://jeremytani.com/clients/samples/chappie/>

Tom & Jerry Witches' Cauldron Game. Cartoon Network & Blackbox Creative Group. Two separate games, depending on selecting Tom or Jerry. All game development, and guided Animator in creating all necessary assets. Developed with createJS, jQuery & JavaScript.

<http://jeremytani.com/clients/samples/tomandjerry/>

Beeline Productions Official Website. Beeline Productions. Responsive site created with createJS, jQuery, JavaScript, CSS, HTML5, Vimeo API.

<http://beelineprod.com>

22 Jump Street University Obstacle Course Website. Sony Pictures & Blackbox Creative Group. Support development. Created 2 of the mini-games contained within framework (Library & Lab). Directed animator on all necessary animated assets. (Website has expired).

22 Jump Street Undercover Alias. Sony Pictures & Blackbox Creative Group. Support development. User types their first and last name to receive an undercover alias which they can then share with their friends on Facebook, Twitter, and Instagram.

<http://www.myjumpstreetname.com/>

OddBot, Inc., Lead Developer/Project Manager, March 2013 – December 2013

Project Managed for mobile and spear-headed projects for web. Projects include websites, iOS, Android, HTML5/Canvas apps in the Entertainment space.

Projects:

Care Bears: Love to Learn iOS App. American Greetings & Oddbot, Inc. Project Manager.

Coordinated/Spear-headed the creation of animation assets to deliver to client.

Conceptualized/drafted/fleshed out the proposal of the app. Created production schedule. Pushed all assets through production pipeline from start to finish. This included directing/supervising storyboard, creative assets, background, animation, and voice-over production. Client-relations.

<https://itunes.apple.com/us/app/care-bears-love-to-learn/id884245655?mt=8>

OddBot Official Website. Designer/Lead Developer. HTML5, CSS3, jQuery, createJS, youTube, PHP. Website utilized a twist on the parallaxing website concept. Responsive web design.

<http://oddbot.net/>

Phineas & Ferb: Mission Marvel Waffle-inator Interactive D23 Exhibit. Marvel, Disney & Oddbot, Inc. Project Manager. Managed/coordinated all efforts to produce multiple-threaded animation for a 40-foot presentation at Disney's D23 Expo, 2013.

Featured on Variety.com:

<http://variety.com/2013/biz/news/phineas-and-ferb-mission-marvel-to-invade-disneys-d23-expo-with-waffle-inator-1200568508/>

YouTube Footage:

<http://www.youtube.com/watch?v=cDBvf1jEVqM>

My Friend Barlow App. iOS, Nook, Kindle and Google Play. Project Lead/Manager. Developed this children's book app for the Nook tablet as a fully-realized Proof-of-Concept, then led a 3rd-party developer through the process of creating an iOS/Android version. Initial development, QA testing, submission, distribution.

<https://itunes.apple.com/us/app/my-friend-barlow/id752660033?mt=8>

Around the World with Elwood and Ofie: Destination, Paris App. iOS, Nook, Kindle and Google Play. Project Lead/Manager. Developed this children's book app for the Nook tablet as a fully-realized Proof-of-Concept, then led a 3rd-party developer through the process of creating an iOS/Android version. Initial development, QA testing, submission, distribution.

<https://itunes.apple.com/us/app/around-world-elwood-ofie/id663086949?mt=8>

Contractor, Front-End Developer, November 2012 – March 2013

Projects:

Spartacus: Rebel Training. AndCo & Starz Entertainment. Created with Flash AS3. Fruit Ninja-inspired game to ramp up the campaign for the final season of the Spartacus TV series.

<http://jeremytani.com/clients/samples/spartacustraining/>

Scooby-Doo: Scavenger Hunt Game. Blackbox Creative Group & Warner Bros. Consumer Products. Developed with createJS, HTML, CSS, JavaScript. This was my first project with createJS, and gave me the opportunity to play around with it's various features.

<http://jeremytani.com/clients/samples/scoobyscavenger/scavenger-hunt.php>

Scooby-Doo: Fall Away Bridge Game. Blackbox Creative Group & Warner Bros. Consumer Products. Created entirely using HTML, CSS, JavaScript, and jQuery. Get Scooby past all obstacles by pressing the SPACEBAR when all obstacle are out of his way.

<http://jeremytani.com/clients/samples/scoobybridge/>

Wizard of Oz 75th Anniversary Website. Blackbox Creative Group & Warner Bros. Consumer Products. Support Developed. Responsive website for all desktop browsers (including IE6/7), and mobile tablets. jQuery, HTML5, CSS, Facebook, youTube.

<http://thewizardofoz.warnerbros.com/>

The Best of WB Website. Blackbox Creative Group & Warner Bros. Consumer Products. Support Developer. Responsive website for all desktop browsers (including IE6/7), and mobile tablets. jQuery, HTML5, CSS, Facebook, YouTube.

<http://www.bestofwb.com/>

The Harry Potter Gift Guide, 2013. Blackbox Creative Group & Warner Bros. Consumer Products. Support Developer. Responsive website for all desktop browsers (including IE6/7), and mobile tablets. jQuery, HTML5, CSS.

<https://hpgiftguide.warnerbros.com/>

AndCo, Web Developer, May 2010 – October 2012

Originally brought on board to focus on Flash AS3 projects, my role at And Company shifted to encompass all of Web Development. In addition to Flash, started utilizing JavaScript, HTML5, CSS 3, PHP and MySQL as my front-end solutions. I also immersed myself in the following API's: jQuery, Facebook Graph, YouTube, Twitter, Google Maps.

I was also responsible for much of the R & D and have become the go-to person to find new solutions to cutting-edge ideas.

Projects:

Spartacus: Take Up Arms Facebook App. Lead Developed. Employed the use of Flash, jQuery, CSS, Facebook Graph API, to repurpose past projects and fit them into a cohesive framework. This app has expired, please view the link below to read more about it.

AndCo Highlight:

<http://www.andcompany.com/work/spartacus-take-arms>

Hollywood Reporter (press)

<http://www.hollywoodreporter.com/news/starz-spartacus-facebook-app-271588>

Award: CableFAXIES, Social Media Marketing.

The Vow: Remember The Moments Facebook App. Generated Idea. Maintenance. (Website has expired).

Crazy, Stupid, Love Official Website. Lead Developed. Made for International Use. (Website has expired).

The Hangover Part II Official Website. Lead Developed. Made for International use. (Website has expired).

<https://vimeo.com/134921332/71e647527d>

Red Riding Hood: The Wolf Is Coming. Support Development. Developed Google Maps functionality. Made for International use. (Website has expired).

<https://vimeo.com/134815661/0cef2da988>

Red Riding Hood: Your Destiny Awaits Quiz. Developed quiz. Utilized Facebook Connect to post results to user's wall. Made for International use. (Website has expired).

<https://vimeo.com/134918140/b253061875>

Born To Be Wild 3D Official Website. Support Developed. Developed sound effects manager. QA bug-fixing. (Website has expired).

Spartacus, Gods of the Arena: Enter The Arena Facebook App. Support Developed. Developed Facebook Photo Upload. (Website has expired).

Country Strong Official Website. Lead Developed. Made for International use. (Website has expired).

Going The Distance Official Website. Support Developed. Developed framework build. Made for International use. Oversaw outsourced development. (Website has expired).

<https://vimeo.com/134973494/c29a57c431>

Going The Distance: DJ Your Hook-Up Feature. Lead Developed. Made for International use. Integrated with playlist.com. (Website has expired).

Scion: Take On The Machine Facebook Tab. Lead Developed. Interfaced with the Take On The Machine leaderboards, plotted the on-the-road, cross-country tour promotion with tour photos and showcased promotional videos. (App has expired)

Cleo Restaurant Website. Lead Developed. HTML, JQuery-based. (Website has expired).

The Redbury Hotel website. Support Developed. HTML, JQuery-based. (Website has expired).

Flipped Official Website. Lead Developed. Made for International use. (Website has expired).

Sex and the City 2 Official Website. Support Developed. Made for International use. (example has been modified)

<http://www.sexandthecitymovie.com/dvd/#!/FEATURES>

Sex and the City 2: The Closet Feature Set. Support Developed. Users were able to submit URL links for fashionable merchandise to be featured live on the site. Made for International use.

<http://www.sexandthecitymovie.com/closet/>

Crew Creative Advertising, Flash Developer, June 2007 - November 2009

Working at Crew Creative truly was a memorable experience. Being able to work on the websites for most of the blockbuster movies from my time here (including the Harry Potter series, The Dark Knight, The Curious Case of Benjamin Button, and Hellboy II) was just the tip of the iceberg. I also got to work with some of the best designers, and programmers I've had the pleasure to meet in my career!

Projects:

Whiteout Official Website. Support Developed. Made for International use. (Website has expired)

The Box Official Website. Support Developed. Made for International use. Featured as FWA Site of the Day. (example has been modified)

<http://thebox-movie.warnerbros.com/dvd/index.html>

The Secret Life of Bees Official Website. Lead Developed. (Website has expired).

Julie & Julia Official Website. Lead Developed. Led a team of Developers to complete this in a very tight timeframe. Developed framework. Made for International use. (Website has expired)

Obsessed Official Website. Lead Developed. (Website has expired)

The Curious Case of Benjamin Button International Website. Lead Developed. Made for International use only. (example has been modified)

<http://www.warnerbros.co.uk/benjaminbutton/>

The Dark Knight Official Website. Support Developed. Developed Downloads & Video sections. (example has been modified)

<http://www.warnerbros.co.uk/thedarkknight/>

Plant A Billion Trees Website. Fundraiser site for The Nature Conservancy. Lead Developed. Created with the intention to be used for at least 10 years of updates. (example has been replaced).

Amp'd Mobile, Web Developer, July 2005 – June 2007

Brought in as a Web Developer, my role in this large, high profile start-up was to produce the various web promotions for this mobile service. This included: maintenance of the brands website, deploying a tracking system using Omniture, creating mini-sites for a variety of promotions, and over-seeing the production of outsourced Flash projects.

TLB Creative, Flash Developer, March 2005 – July 2005

I joined TLB Creative as a Flash Designer/Developer hybrid. Here, I helped create interactive games used by car dealerships throughout the U.S. territories. Its' purpose: to provide entertaining incentives for their salespeople.

Department X, Flash Designer/Developer, June 2003 – February 2004

At Department X, a very small start-up, I helped create a virtual world as a Flash Designer/Developer hybrid. Working in tandem between a Senior Developer and a Character Designer, I helped merge the 2 disciplines within the team and engineered the world's character avatar generator. Together, we were able to produce a fully-functional online world where users could talk, SMS message, and cast spells on other players.

We also created a mouse-trap style Flash game (based off of the Edgar and Ellen series of books.) Users were able to booby trap their own mansion, save them to our server and challenge other online friends to make it through in one piece!

Projects:

Edgar & Ellen: Mansion Mayhem Gamesite. A game where players could create their own booby-trapped mansions, save them online, then dare their friends to try and make it through in one piece. Support Developed. Designed UI. Engineered mechanics structure of how the site experience would work. Animated traps, gizmos and characters.

Enthusia Racing Official Website for PS2 (Konami Entertainment.) Lead Developed. Designed and Developed. Sections included entire catalog of race cars used in the game. Implemented MY_SQL database via PHP and AS2.

Department X Official Business Website. Interactive Flash website with MMRPG engine integrated into it. User could create an account, customize a character, cast spells on other characters, SMS to a friends cellphone, and chat with other visitors in a 3D world. Support Developed. Animated Characters. Designed

and engineered Character Builder. Created particle effects for spells.

Konami Entertainment/McDonald's Cross-Promotions Website. Micro-site. Designed and Developed UI.

Winning Eleven Nation Official Community Website. Designed and developed using Mambo template system. Community site for the Winning Eleven series of International Soccer/Football video games.

Cornerstone Animation, Animator, October 2001 – March 2003

Hired on as a Flash specialist/Animator, helped establish a new process of creating animation utilizing Flash as a primary tool. Eliminating several stages in the traditional animation process, we were able to not only put the power of animation into the hands of smaller production studios, but also cut the very expensive production costs down. This new process is now being used on Flash-based productions by Cartoon Network, Warner Bros., and Walt Disney.

Neopets, Artist/Illustrator, March 2000 – October 2001

Being at Neopets, a start-up at the time, required it's artists to wear many hats. My roles included: illustration, design, and content creation. On any given day, we would work on character designs, brainstorming ideas for new activities for our user-base, creating artwork for those ideas, and adding content across a spectrum of genres.

Education

Otis College of Art and Design, 1994 – 1997

Bachelor's of Fine Arts, Design/Illustration