# **ERIC RITCHEY**

## **OBJECTIVE:**

User Experience Engineer

## **PROFILE:**

## B.S. in Computer Science with 8+ years of proven technical abilities

Demonstrated abilities of user experience engineering in corporate and freelance settings Highly motivated, dependable and personable

Proven skills in problem solving, customer relations, management & organization

Proven skills in developing end-to-end web-based solutions

Competent and proficient in building user flows, wireframes and mockups.

### **EDUCATION:**

BS, Computer Science, The Master's College, Santa Clarita, CA

## The Stuff that Keeps Me Up at Night

## **Crafting Useful Experiences**

I love crafting magical experiences that smooth the path a user takes to complete their task. Using modern web techniques that produce efficient, modular, clean and readable code is part of that craft.

## **People and Teams**

Designers, Engineers, and Product Managers all bring a unique perspective and their input is invaluable in creating a successful product. Collaborating with people smarter than I is something I really enjoy. <sup>1</sup> This is almost as a good cup of coffee or a slice of artisan pizza (almost).

### Creating

Finding creative solutions to the challenges that are presented forms one of the cornerstones of every project I work on. LEGOs, model building<sup>2</sup> and user experience development all require a level of creativity and skill that is unmatched in many other areas of life.

### **Bridging Design and Engineering**

Having a background in technology and a passion for user experience gives me a unique perspective in collaborating with both engineers and developers alike.

### Learning

I am constantly learning new things, tackling bigger challenges, and reading up on current (or upcoming) trends. The web development industry is an ever-evolving environment of preprocessors, libraries and frameworks; never standing still, but sprinting for a finish line that is not yet visible (and probably never will be). Yes, I bought and blitzed through the first edition of Zeldman's book.

<sup>&</sup>lt;sup>1</sup> As a <u>good friend</u> once wrote, "I like creatively solving problems and leveraging the strengths of the whole group to create killer solutions."

<sup>&</sup>lt;sup>2</sup> I've even built a scale models of a <u>Bird of Prey</u> and a <u>Ferengi Marauder</u>

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### **CURRENT EMPLOYMENT:**

## 2005-Present — E&J Design — Co-Founder, Principal Engineer

Principle Engineer responsible for all HTML, CSS, Javascript and back-end development for clients ranging from small "mom-n-pop" shops with static websites to multi-million dollar online stationery companies, publicly traded companies and non-profit ones. E&J Design is a one-stop shop for creating end-to-end solutions for our clients.

### PREVIOUS WORK EXPERIENCE:

## Jan 2012-Sep 2013 - CliQr Technologies - Principal User Experience Engineer

Principal User Experience Developer responsible for all aspects of the User Experience of the product, including but not limited to designing mockups for user testing and interaction guidelines, developing all front-end code, developing javascript interactions, building wireframes, and design. Working closely with other engineers on the team to ensure the right user experience is being developed and released to production.

## 2010-2012 — Move, Inc — Sr. User Experience Developer

Senior User Experience Developer responsible for HTML/CSS and Javascript development for Realtor.com, the nation's leading real estate website. Responsible for highly performant and efficient use of DOM selectors, modular markup and ease of use. Works regularly with the designers to create a complete end-to-end experience for our users that helps them complete their tasks without unnecessarily hindering them. Regularly working closely with back-end developers to ensure the design created is what gets to production.

### 2008-2010 — Tiny Prints — Web Developer

Front-End Developer responsible for all XHTML/CSS Development. Responsible for setting up a flexible framework which allows for the easy transition from one set of elements to another. Recently rebuilt the blog on standards-based code utilizing progressive CSS to encourage the adoption of a more current browser by our customers. Worked closely with the SEO Team to increase visibility on the web.

### 2006-2008 — box2 technologies — Web Developer

Duties include updating corporate websites, building and developing standards-compliant websites using full CSS/XHTML layouts. Building database-driven, back-end systems for major corporate entities, including SQL scripting and database normalization and management. Responsible for product rollouts as well as maintaining customer relations and general IT support for websites built and/or hosted by box2; responsible also for all aspects of maintenance of our corporate hosting strategies.

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### **EXPANDED EXPERTISE:**

- Comfortable tackling complex problems to create simple solutions.
- 8+ years of working on end-to-end web-based solutions. From client meetings to mockups to building websites and working with engineers to deliver the final product to production servers.
- 8+ years writing efficient and scalable, standards-based HTML and CSS, leveraging modern development patterns.
- 8+ years writing comprehensive websites using PHP. From custom-built prototype frameworks to full-featured Wordpress templates.
- 5+ years experience with MVC Frameworks such as Rails and CakePHP.
- 4+ years developing javascript-based interactions.
- 3+ years studying and implementing user experience design and development techniques to create visually appropriate interfaces for all types of web-enabled devices (making the page responsive)
- Competent in design tools like Adobe Photoshop to create very basic mockups and understand what a designer is trying to convey
- Comfortable and proficient in prototyping user experiences using a variety of mockup tools.
- Experience creating user experiences that are targeted at enterprise customers.
- Competent and proficient using Git and Subversion.
- Working closely with designers, engineers, and engineers to produce killer user experiences.
- Contributing to open-source projects
- Experience managing projects across a geographically distributed workforce