

Eric Ritchey

Seeking an opportunity as a User Experience Engineer

PROFILE

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

Proficient in building user flows, wireframes and mockups.

Crafter of Useful Experiences

I love working with designers to create fantastic user experiences that help people complete their task quickly and efficiently. I accomplish this by using modern web best practices to write efficient, scalable and readable code.

Bridging Designers and Engineers

Having a background in technology and a passion for user experience allows me to fuse the design and engineering disciplines together. This gives me a unique perspective in collaborating with both engineers and designers alike.

Collaborator

Everyone involved in a product brings unique perspectives to a project and their input is valuable in creating a great user experience. Noodling on a problem with others is something I really enjoy. Sometimes adding a good cup of coffee or a slice of pizza helps.

Creating Fine Things

User experience engineering requires knowledge and integration of many types of technology. Finding creative solutions is a cornerstone of every project I work on.

EXPERIENCE AND ABILITIES

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 basic mockups and understand what a designer is trying to convey

Proficient in prototyping user experiences using a variety of mockup tools.¹

Experience creating user experiences that are targeted at enterprise customers

Proficient using Git and Subversion

Working closely with designers, engineers, and engineers to produce killer user experiences

Regular contributor to open-source projects

Experience managing projects across a geographically distributed workforce

EDUCATION

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

8+ years of user experience "in the field".

Constantly learning new things, tackling bigger challenges and reading up on trends.

¹ I've used Basalmiq, Keynote, Omnigraffle, Sharpie/Pen/Pencil and Paper, and HTML/CSS extensively during prototype phases

CURRENT EMPLOYMENT

E&J Design — Co-Founder, Principal Engineer

2005-Present

Principal 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 companies, publicly traded companies and non-profits. E&J Design is a one-stop shop for creating end-to-end solutions for our clients.

PREVIOUS WORK EXPERIENCE

CliQr Technologies — Principal User Experience Engineer

Jan 2012-Oct 2013

Principal User Experience Engineer responsible for all aspects of how a user interacts with the product, including designing mockups for user testing and interaction guidelines, developing all front-end code, developing javascript interactions, building wireframes, and design. Worked closely with other engineers on the team to ensure the right user experience is being developed and released to production.

Move, Inc — Sr. User Experience Developer

2010-2012

Senior User Experience Developer responsible for HTML/CSS and Javascript development for Realtor.com, one of the nation’s leading real estate websites. Responsible for highly performant and efficient use of DOM selectors, modular markup, scalability and ease of use. Regularly worked closely with designers and back-end engineers to complete end-to-end solutions that help them complete their tasks.

Shutterfly (formerly Tiny Prints) — Web Developer

2008-2010

Front-End Developer responsible for all HTML/CSS and Javascript development for a variety of online properties. Responsible for creating a flexible, modular and scalable framework which allowed rapid development. Responsible for rebuilding the company blogs using modern and progressive development patterns. Worked closely with the SEO Team to increase visibility on the web.

box2 technologies — Web Developer

2006-2008

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 for maintaining our corporate hosting strategies.