

Mr. Robin Welsh

Interface Director / Senior Front-End Developer

Robin has been working in digital design and front-end development since 2004, focusing on clean, efficient, and accessible user interfaces for mobile, tablet, and desktop powered by the responsive web. His work has been integrated into small- and large-scale products and services in use by many diverse demographics, including Xbox One and Groove, and numerous digital marketing campaigns for clients such as Amazon, Sony, T-Mobile, and Universal Music.

Interface Director

Manzama; Bend, OR — 2015-2016

Research, direction, design, and development of user interface and responsive web front-end architecture.

Interface Designer / Developer

Microsoft IEB; Redmond, WA — Nov 2012-Jun 2013

Design and development (HTML5/CSS3/SASS/JS) for Xbox One setup; account and transaction management; system settings. Refinement of Windows 8 music, games, video. Prototypes for Xbox Music.

Senior Interface Designer / Developer

Contractor; Seattle, WA — 2012-2014

User interface design and front-end development contracts throughout the Seattle metro area.

Amazon: R&D UI Prototypes

eBay: Drop-off Web UI

Hewlett-Packard: PurchasEdge Web UI

Microsoft: D2C/B2B UI for Advertising, Bing, Cloud Services, Dynamics, Windows, and Xbox

Quantum: Responsive Web UI

T-Mobile: Responsive Product Campaigns

Universal Media: D2C Web UI

Designer / Developer / Coordinator

Cutter & Buck; Seattle, WA — Jan-Nov 2011

Design, front-end, and management of cutterbuck.com; email for consumer, corporate, and wholesale channels.

Interface Designer / Developer

Alpine Internet Solutions; Bend, OR — 2004-2009

Design and development of 100+ CMS-driven HTML/CSS sites, plus project management, technical/creative direction, copywriting, photography, QA, and support.

Quality Analyst

Sony CEA Bend Studio; Bend, OR — 2006-2007

Software QA for critically-acclaimed Sony Playstation Portable titles Syphon Filter: Logan's Shadow and Combat Ops.

Education

Self-educated

1997: HTML & Adobe

2002: CSS & JS

2008: CSS 3 & jQuery

2010: HTML5 & Responsive Design

Skills

Creative: Experience Design - Interface Design - Responsive Design - Photography - Aperture - Sketch - Adobe XD - Photoshop - Illustrator - Fireworks - InDesign - Axure - OmniGraffle

Technical: HTML5 - CSS3 - SASS - SCSS - LESS - jQuery - JSON - JavaScript - WebKit - LAMP - macOS - Windows - Git - Hg - SVN - TFS - SD

Administrative: Creative and Technical Direction - Project Management - Client Engagement and Support - Remote Management - Agile - Kanban

Interests

Environmental Conservation - Winter Backcountry Education - Philosophy - Political Science - Business Future Technology - Virtual Reality - Open Source