

Russell Morgan

Front End Developer

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101 Ocean Parkway #3C
Brooklyn, NY 11218

646.387.3246
russell.morgan@gmail.com
russellmorgan.github.io

Summary

Front end developer & consultant seeking work aimed at resolving client problems and developing key skills. A self-starter with minimal need for guidance and supervision and high adaptability regarding protocols, environments, and cross-functional team collaboration. Dedicated expert in front end web technology with a proven passion and talent for cutting-edge and 3D technologies.

Core skill set: HTML, CSS, JavaScript, Git, Wordpress, Sketch, Adobe Creative Suite, Unreal Engine, Unity3D, Blender.

Project experience with multiple libraries: ReactJS, JQuery, Bootstrap, Foundation, Threejs.

Experience

Various clients / Freelance consulting work

2005- PRESENT, Brooklyn, NY

Isobar

- Collaborated with Isobar as front-end resource for high-value clients such as HBO, LaPrairie, Dow Jones, and Sony.
- Defined, planned, and built front-end layout for upcoming Integrated app while coordinating with other front-end team members to integrate ReactJS functionality.
- Translated designs and style guide for Cinemax.com and developed a modular presentation system allowing for consistent presentation of new content. Trained and mentored HBO staff in order to delegate tasks and ensure long term success of the site.
- Completed World Cup mini-site within a short time frame by collaborating with Sony and Isobar team members globally. Integrated video assets into custom player to play across all devices, including PlayStation, for the aforementioned project.

The Game Agency

- Helped chart the successful development of an educational game using the EverFi platform for MassMutual
- Spearheaded layout and front-end functionality of mini games and animations.

Personal Interest Projects

- Developed Architectural Visualization projects using Unreal engine.
- Designed and developed iOS and Android applications and games.
- Created prototypes of VR experiences

Bond Art + Science / Director of Interface Development

2007 - 2008, Manhattan NY

- Coordinated with colleagues during brainstorming sessions to develop new media business as well as drafted proposals detailing front-end development work and schedules.
- Oversaw the coordination of freelance resources across multiple projects.
- Spearheaded the establishment of the front-end department, leading to a boost in both the number of simultaneous jobs and revenue.
- Drafted rapid prototypes for presentations as well as presented core technical strengths of the brand in order to assist with client pitches.

Razorfish / Manager of Interface development

1995 - 2005, Manhattan NY

- Played a key role as technical resource and main POC for various projects with clients such as Ford, Conde Nast, and Kodak.
- Managed 12 developers, including project assignments and career development assistance.
- Streamlined operations by serving as main escalation point to troubleshoot technical project issues.
- Liaised with clients and oversaw the selling of digital solutions.
- Facilitated projects by orchestrating scoping and budgeting.

Education

Concordia University / Bachelor of Arts (B.A.)

Graduated 1993, Montreal, Canada

I hold a BA in English Literature with a minor in Creative writing. .

Additional Information

Languages: English & French

Interests: Cooking, photography, skiing, video games, writing, hiking, travel, drawing