

Richard von Buelow

rvonbue@gmail.com

831-319-7690

Github: <http://github.com/rvonbue>

Portfolio: [____rickvportfolio.design](http://rickvportfolio.design)

Skill Summary

Programming Skills: Javascript, CSS, HTML, mobile design(responsive websites), github, atom.io, less, webpack, gulp, jQuery, Backbone.js, underscore, lodash, node package manager, three.js, pixi.js, creating views in React, Google web developer, Eclipse IDE.

Design Skills: Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Blender, MS Word, MS Excel, and MS PowerPoint.

Educational Background

2014 -B.S., Communication Design – Interactive Media, California State University Monterey Bay, Seaside, California

Experience

General Dynamics Information Technology: 09/13 – 07/16 Associate Web Developer
Supporting the NPS Center for Educational Design, Development and Distribution (CED3)

Adobe Suite CS6 -Experienced primarily with Photoshop, Illustrator and After Effects. Created custom mockups of web pages. Developed user interface layouts and created custom graphical assets.

CSS3 - Created custom animations and graphics using cascading style sheets. Implemented these designs into existing websites as well as new projects. Implemented use of LESS styles.

HTML5 - Developed, designed, tested, implemented and maintained websites using the HTML5 markup language. Taking particular advantage of the canvas and webgl elements.

JavaScript (Backbone.js, Three.js, jQuery) - As part of a team I helped to create multiple standalone applications using the Backbone and jQuery libraries. These web applications were compatible across IE, Firefox, Safari and Chrome, as well as mobile devices. Developed interactive 3D applications with the use Three.js library.

Tools (Git, Eclipse, Google Web Developer, Atom.io) - Used Git in a team setting for version control and source code management. Coding done in Eclipse coding environment and Atom.io. Refined and developed overall website experience using Google web developer. Conducted systems test on existing applications to debug and monitor possible performance

issues.

3D Animations – Created animations to support the video department using the open source 3D modeling program Blender. Composited scenes with Adobe After Effects.

Teamwork - Collaborated in teams and provided technical consultation on a myriad of