Richard von Buelow

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Github: http://github.com/rvonbue

Portfolio: [http://](http://45.55.0.191)rickvportfolio.design

**Skill Summary**

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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**

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

**Experience**

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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 design issues. I work well sharing and listening to others ideas. Then implementing everything into a finished.

California State University Monterey Bay 05/13 – 07-13 Video Editor / Animator

* Created custom videos detailing course content using Adobe After Effects. Worked on solo projects where I was responsible for creating every aspect of final product. Generated unique animations, designs and audio for each project.

A Festive Affair 2010 – 2012 Delivery Driver

* Loaded trucks, set up equipment, and picked up supplies.
* Performed general maintenance, such as cleaning and repairing equipment.
* Provided customer service in the field.

California State Parks 2009 – 2009 Maintenance Worker

* Responsible for the maintenance of three state parks, including all public areas (campsites, trails, restrooms, maintenance shop and visitor center).