

SANDY MOLLEMA

FRONT-END DEVELOPER

561.400.6152



sandymollema@icloud.com



www.smollema-dev.com



linkedin.com/in/sandymollema



Boca Raton, Florida



PROFILE

A front-end/UX developer with 13+ years experience bringing designs to life with HTML5, CSS3 and jQuery. I have an impeccable eye for detail with the ability to match any design in a cross-browser/email client/responsive environment.

I'm comfortable working with creative designers and server-side developers. Strong interpersonal skills with a positive attitude and ability to work well with others. And the ability to self manage and raise issues/concerns to the team.

EDUCATION

San Diego State University

Bachelor of Arts
Communication & Media Studies
2000

University of California, San Diego

Web Publishing Certificate
Information Technology
2001/02

SKILLS

HTML/XHTML/HTML5

CSS/CSS3

LESS

jQuery/JavaScript

Responsive Development

Email Development

Cross-browser/platform/
device testing

Bootstrap

SEO Best Practices

Wireframing

SCRUM Methodology

Mobile First Approach

PROFESSIONAL EXPERIENCE

LEAD FRONT-END DEVELOPER

ion interactive/ Boca Raton, FL/ 2012- Present

Work with the engineer, marketing technology and creative services teams on delivering custom customer projects and platform enhancements using HTML, CSS3, and JavaScript/jQuery.

Responsibilities include:

- Development of custom, reusable widgets (i.e. accordions, responsive navigation, sticky bars, etc...) that are built to be published and edited by the ion platform user.
- Platform UI development.
- LESS development for brand theming and component styling.
- Mentor/train/supervise other front-end developers on the creative services team.
- Code branded themes and layouts for mobile, desktop and responsive web experiences.
- Develop responsive email templates for our in-house marketing team.
- Debug/troubleshoot browser & functionality/platform/experience issues.

FRONT-END DEVELOPER

ion interactive/ Boca Raton, FL/ 2008 - 2012

Worked on the creative services and marketing technology teams delivering custom customer projects using HTML, CSS, and JavaScript/jQuery.

Responsibilities included:

- Developed custom master page layouts for customers, using html/css/js, to be reused within the ion platform.
- Created css/html templates that were shared and leveraged across large enterprise customers, as well as internally by our creative services team.
- Coded customer branded and sample themes to be used with our template layouts.
- Created and maintained training documentation, commented sample files and videos for customers to develop their own themes and template layouts within the ion platform.
- Conducted customer framework, theme, master page layout training.
- Coded several versions (one of which was fully responsive) of the ioninteractive.com website before migrating to template-based 3rd-party solution.
- Coded/tested ion's in-house email newsletters.
- Debug/troubleshoot browser & functionality/platform issues.

TOOLBOX

Adobe Creative Suite
Webstorm
Coda
CodeKit
Git/GitHub
Premailer
BrowserStack
Litmus
Balsamiq
OmniGraffle
Screenhero
Google Hangout
Trello
Liquid Planner
Zendesk
ion Platform (LiveBall)

PROFESSIONAL EXPERIENCE (Continued)

WEB DEVELOPER

ion interactive/ Boca Raton, Fl / 2005- 2008

Prior to the ion platform, ion interactive was a web development company for enterprise-level customers. I worked closely with our engineers/designers to build large enterprise websites (i.e. Citrix.com). My primary responsibility included developing the front-end code using CSS table-less layouts (often times taking existing table-based layouts and converting to table-less) and HTML. As ion transitioned from a web development company to creating the ion platform, I was significantly involved in the front-end coding of this new platform (formally known as LiveBall).

CSS WEB & EMAIL DEVELOPER

BusinessOnline/ San Diego, Ca/ 2002-2005

At BusinessOnline I worked primarily as a senior CSS web developer, developing SEO-friendly websites in (X)HTML and CSS table-less layouts. In addition to my role as a web developer, I also:

- Produced wireframes and site maps for the architectural layouts of our customer sites.
- Quality assurance testing for browser/computer platform compatibility.
- Designed, coded, tested and sent monthly email newsletter campaigns for our customers and in-house marketing team.
- Project managed sites from start to finish.

WEB DEVELOPER, SALES & OPERATIONS

Poor Specimen Production/ San Diego, Ca/ 2000-2002

I discovered my love for web development at PoorSpecimen. What started as a sales internship, quickly grew into a web development, sales and operations role.

Responsibilities included:

- Maintained company website.
- Created websites for new film releases.
- Internet sales and correspondence.
- Accounts payable and receivable.
- Managed employee benefits and payroll.

REFERENCES

BOBBY RIGANO

PRINCIPLE SOFTWARE ENGINEER
ion interactive

York, ME
207.361.4588

brigano@maine.rr.com

JESSICA COLLIER

WEB CONVERSION STRATEGIST
Citrix

Ft. Lauderdale, Fl
954.261.1382

jessicacollier@icloud.com

MATTHEW BOUCHARD

ART DIRECTOR
ion interactive

Ft. Lauderdale, Fl
954.770.6891

matthewbouchard77@gmail.com

THAD KAHLOW

CEO
BusinessOnline

San Diego, CA
619.699.0767 x227

thad@businessol.com

VERONIQUE FLOREZ

CAMPAIGN MANAGER
Salesforce

Boca Raton, Fl
954.292.9810

verosage@gmail.com