

STACEY LANE

UI/UX Design Developer
Woodinville, WA

TEL 425.652.7602

EMAIL stacigh@gmail.com

WEB stacigh.com

TWITTER @stacigh

GITHUB HasStacey

CODEPEN stacigh

LANGUAGES HTML · CSS (LESS/SASS)
Javascript/jQuery · PHP

ADOBE Photoshop · Illustrator
InDesign

LINKEDIN RECOMMENDATIONS

"Stacey is the type of web developer you dream of working with, and I highly recommend her without hesitation. She is an active listener when projects are presented before her, sets the right expectations, isn't afraid to ask the tough questions, and tackles every project with care and gusto. She is incredibly detail-oriented, sharp, communicates well, and without fail produces results that meet and most often exceed expectations. Stacey is an exceptional coworker!"

MONICA GORDON

SENIOR MARKETING MANAGER, TUNE

"Exceptional is the word I would use to describe Stacey. Her ability to take ownership of web development projects is unparalleled. Her critical thinking and problem solving proved extremely valuable.

I was constantly amazed by Stacey's ability to adapt. The fact that she is never complacent and constantly striving to make herself, the team and the organization better is the reason I would recommend Stacey in a heartbeat."

DIMITRI PERERA

PROJECT MANAGER, TUNE

SUMMARY

Front End Developer of 10 years, with a passion for a great user experience, seeks a new opportunity with an organization that encourages ownership, creative thinking and values integrity as well as professional growth.

EXPERIENCE

MARKETING WEB DEVELOPER, TUNE ☞ FEB 2014—PRESENT

Lead web developer for tune.com. Lead email developer - streamlined development of 12+ email templates and integrated with Pardot. Mentored junior developers and leader of team of 3.

Takeaways: Streamlined development of individual email templates that share a single codebase. CSS frameworks.

DESIGN DEVELOPER, MICROSOFT ☞ REDMOND, WASHINGTON ☞ OCT 2012—NOV 2013

Design Developer for Xbox One / Xbox on Windows 8. Worked closely with Software Engineers and UI Designers to solve and deliver complex user stories while remaining mindful of accessibility needs. Contributed to: Windows Music, Windows Video, Windows Games, Smartglass, Xbox One Achievements and Xbox One Party Apps.

Refactored Windows 8 Games application CSS code by 13,000 lines, reducing the CSS files by 45%.

Takeaways: Efficiently debugging layout issues over large projects, regression testing, performance testing, code review practices and source control.

WEB DESIGNER 2, INTERNATIONAL GAME TECHNOLOGY ☞ RENO, NEVADA ☞ APR 2012—OCT 2012

Maintenance of two large websites — IGT.com and megajackpots.com. Design and development of microsites with a focus on Responsive Web Design and front-end technologies.

Takeaways: Code documentation, OOP concepts, Responsive Design

GRAPHIC DESIGNER, RESOURCE ACTION PROGRAMS ☞ SPARKS, NEVADA ☞ JUNE 2011—APR 2012

Implemented improved template system based upon GREP and XML, which reduced production time substantially and solved quality control issues stemming from the former template system. Two hundred unique reports were created over a two month period with the legacy system. The new template system enabled the art department to accomplish the same task in half the time.

Design, development and art direction of Efficiency Hero — a contest website built to motivate pre-teens to change their energy usage habits by installing energy saving products. Design/Developer for seven promotional websites, including landing pages.

Takeaways: GREP (for InDesign), Complex documents in InDesign, the value of finding a need and filling it.

GRAPHIC/WEB DESIGNER, POWERDEX ☞ RENO, NEVADA ☞ NOV 2010—MAY 2011

Lead UI Designer for the web-based, analytics-dashboard ControlCSI. Redesigned GUI which optimized user experience. Lead UI Designer for 5 dynamic websites. Improved user experience and site design by determining problem areas and implementing the necessary solutions.

Designed media kits, identity kits, and implemented policies such as document version control, branding consistency and company/client web design requirements.

Researched, designed and implemented Nissan branded Kentico template in 2 weeks.

Takeaways: MVC concepts, team development environments.