

Phillip A. Swickard

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OBJECTIVE:

To successfully obtain a challenging leadership role that applies technical problem solving, elegant design and fine leadership skills in order to elevate the accomplishments of a progressive employer while continually learning and growing professionally and personally.

COMPUTER/DEVELOPMENT SKILLS:

HTML5, CSS3, JavaScript, front-end frameworks/libraries (Angular, Bootstrap, Handlebars, jQuery, CreateJS), CSS preprocessors, mobile development (PhoneGap/Cordova), Actionscript 3.0, cloud/back-end/databases (AWS, Node.js, MySQL), video CDNs (Brightcove), design patterns (MVC), OOP, CMS's (WordPress, Drupal), RESTful web services, web analytics (Google Analytics, WebTrends), Agile/Scrum, version control (Git, SVN), Adobe CC, animation, digital video editing/rendering/encoding/transcoding for web.

PROFESSIONAL EXPERIENCE:**Anthem, Inc.,** Mgr, Art (Technology and Innovation) – Independent Office, June 2013-Present

- Effectively manage a remote staff of diverse associates including digital designers, developers, project managers and writers to create highly interactive digital products.
- Direct team to produce best-in-class digital marketing materials on time and within scope according business requirements defined through collaboration with demanding clients.
- Drive digital projects to success from discovery to delivery while cultivating client relationships.
- Creative/UX direction and hands-on code development of modern web/mobile applications using HTML/HTML5, CSS/CSS3, JavaScript, Front-End Frameworks/Libraries (jQuery, Bootstrap, Handlebars, Angular, Gulp, Express, CreateJS), REST APIs, and PhoneGap/Cordova.
- Prototype, implement and promote new processes and technology to enhance solutions and productivity including AWS, Node.js, Version Control (Git), Video CDN (Brightcove), and JIRA.
- Liaison for internal business unit clients and internal/external technical partners.
- Facilitate development, maintenance and promotion of modular front-end brand style guide.

Anthem, Inc., Multimedia Designer Sr. - Woodland Hills, California, April 2012-June 2013

- Developed digital/interactive project to promote Anthem brands on web/mobile platforms.
- Led front-end web development progression for digital marketing initiatives.
- Mentored other designers by facilitating and promoting continuous education in web industry standards and best practices in order to improve upon technical skills.
- Produced, designed, animated and edited digital video to promote Anthem brands.
- Designed/developed HTML emails for various campaigns utilizing Salesforce Marketing Cloud.

M-GO/Technicolor, Inc., Software Engineer - Burbank, California, Jan 2010-April 2012

- Developed reusable Actionscript 3.0 enterprise architecture for mobile streaming video network.
- Created core applications to be featured within M-GO based on product specifications.
- Interacted with web services to attain personalized dynamic data (XML and JSON format).
- Collaborated with UX designer, product owners, and QA in a fast paced, agile environment.

Facecake Marketing Technologies, Flash Developer - West Hills, California, Jul 2008-Dec 2009

- Provided Flash programming, animation and design on several web projects/microsites.
- Integrated Flash GUI's with back-end databases providing dynamic data to users.
- Implemented core class libraries/best practices to be used on current and future projects.
- Trained peer Flash Developers/Designers in Actionscript 3.0 and object oriented programming.

* Additional professional experience available at <https://www.linkedin.com/in/swickaphil>

EDUCATION:

Pepperdine University, Malibu, California, 2000-2004
B.A. in Telecommunications (production emphasis), Minor in Multimedia Design