

SETH WIEDER

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ABOUT

A motivated creative technologist with a unique versatility of technical skills, creative aptitude, and business acumen. Aspiring for meaningful work and collaboration on several facets of a software company, including: R&D, user experience design, and innovative web development.

SKILLS

TECHNICAL

HTML 5 / CSS 3

ES6 Javascript

AngularJS / ReactJS

NodeJS

gulp / grunt

MySQL

git

CLI

CREATIVE

Responsive Design

Interaction Design

3D Graphics

Video Editing

UX

Information Architecture

Wireframes

Rapid Prototypes

User Research

EMPLOYMENT EXPERIENCE

SENIOR WEB SOFTWARE ENGINEER

23Stories x Condé Nast

New York, NY

2015 - Present

- Coded responsive single-page web applications and dynamic web advertisements with an expert level of front-end software architecture, debugging, and performance optimization.
- Self-taught Node and ReactJS then built a [reusable bootstrap](#) with modern efficiency tools.
- Collaborated directly with Creative Directors on [high profile projects](#). Providing valuable UX discussions, representing the engineering team to clients, and coding to a high standard.
- Accepted responsibility as co-leader of Engineering R&D. Developed a WebGL video player that expanded browser support for 360° video; increasing audience reach from 40% to 90%.

FRONT-END SOFTWARE ENGINEER

Kaon Interactive

Maynard, MA

2011 - 2015

- Built [interactive marketing applications](#) that were deployed across a fully-responsive distribution network from iOS and Android to 60" touch-screen desktops.
- Learned a proprietary programming language based in Java called Meson. Then played a pivotal role in the company's transition to responsive web applications.
- Recognized a process inefficiency in content management, then researched and introduced a CMS. It was successfully integrated company-wide and drastically increased productivity.

CONTRACT EXPERIENCE

UX DESIGNER & FRONT-END ENGINEER

Octagon Digital

New York, NY

2015

- Rebuilt a database integrated internal sales tool from a static Flash application to a responsive single-page ReactJS web application.
- Consulted with the client and their digital agency to diagnose potential UX improvements. Conducted interviews with key stakeholders, and provided questionnaire for broader team.
- Redesign phase included rounds of [wireframes](#) and updated branding. Delivered above and beyond with an [animated motion prototypes](#) to better illustrate interaction design to client.

UX MOBILE PRODUCT DESIGNER

Mi Alerts Mobile Application

Boston, MA

2014

- Worked with a startup to turn executive team's business concepts into an intuitive mobile application. Delivered a [product design deck](#) with an emphasis on intuitive user experience.
- Lead user interview sessions to test, refine, and confirm design decisions.

EDUCATION

THE PENNSYLVANIA STATE UNIVERSITY

Bachelor of Design

University Park, PA

2013