Tim Dosé UX Designer/Developer

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Yodle

User Experience Manager •2012-present
- Re-architected the front end design and administration for the CMS powering over 10,000 of Yodle's client sites. Led to a 17% increase in Client Satisfaction and an 60% improvement in setup time.
- Conducted usability and A/B tests on client sites to improve conversion.
- Managed a team of designers, developers, and content writers in an agile environment.
- Collaborated closely with Back End Engineers and Product Managers to create viable business solutions.

Lead UX Front Developer • 2012
- Oversaw a small team of designers and developers that created over 100 templates for the previous generation of Yodle's CMS.
- Coordinated with Product Management and Client Services to prioritize template coverage needs based on sales velocity.

UX Front End Developer • 2011-2012
- Designed and developed dozens of web templates.
- Standardized design and coding processes to greatly increase template quality and development speed.

Web Designer/Developer • 2010-2011
- Pioneered design and development techniques and set up client sites on newly built in-house CMS.
- Trained and supported Client Service Reps on in-house CMS.
- Mentored and trained fellow coworkers in development best practices, including JavaScript and Firebug.

Freelance

Web Designer/Developer • 2003-2010
- Designed and developed user-customizable websites for artists and writers.
- Built lightweight PHP CMS for clients to upload, edit, and maintain their own content.

Rebel Monkey Games

Lead Game Artist/Technical Artist • 2007-2009
- Created 2D and 3D character and background art for a Flash-based multiplayer casual game world.
- Designed and developed an animated avatar system for users to customize their in-game characters along 20+ parameters.
- Created the front end for the game's virtual clothing store.
- Managed a small team of art and development interns.
- Worked closely with engineers and the other artists to create pipelines for game assets.

Lindgren & Smith

IT Specialist • 2001-2007
- Created custom database solution to track clients, projects, and invoices.
- Built asset management database to catalog thousands of images by 40+ artists.
- Created the front end for the game's virtual clothing store.
- Hired and managed part-time workers and interns.
- Developed and maintained multiple company websites.

Technologies
- HTML/HTML5
- CSS/CSS3
- LESS
- JavaScript
- PHP
- Python
- MySQL/PostgreSQL
- jQuery
- AngularJS
- Node.js
- Bootstrap
- Modernizr

Methodologies & Processes
- Agile Development/UX
- Lean UX
- Test-Driven Development
- Unit Testing
- User Research
- Usability Testing
- A/B Testing
- Process Flows
- Wireframing
- Personas
- Responsive Design

Tools
- Adobe Creative Suite
- OmniGraffle
- Jira, Trello
- Mercurial, Git, Subversion
- Webdriver/Selenium
- Mac, Windows, Linux
- Maya, 3ds Max, Blender, zBrush

Education
- B.F.A in Illustration, Syracuse University