Tony Trucco

Front-End Developer
(614)282-8186
tonytrucco@gmail.com
github.com/tonytrucco-CS

TECHNOLOGY

Languages and Frameworks:
JavaScript, React, CSS3/SASS, HTML5/HAML, Harp, Jade, Angular, Clojure

Applications and Knowledge:
Adobe CC Suite, Sublime Text, github, SourceTree, Sketch, InVision
UX best practices, version control, cross-browser support, mobile optimization, user testing

EXPERIENCE

Axcess Financial   **February 2018 – Present**
Front-End Developer
Responsibilities and Achievements:
- Created a cohesive design strategy for web applications, taking à la carte styles and combining them into a unified system to be used across all front-end projects.
- Established best practices for style sheets and implemented an extensible method for styling across the development team.
- Responsible for creating all initial designs for new pages and features, requiring communication and coordination across multiple departments.
- Managed implementation of designs from prototype to production, ensuring a suitable user experience across all breakpoints.

CompleteSet   **May 2016 – January 2018**
Front-End Engineer
Responsibilities and Achievements:
- Reformatted and re-factored all styles from .CSS to .SCSS, reducing the lines of code by over 2000 and cutting the file size in half, improving the responsiveness of the site.
- Learned React methodology and rewrote entire front-end code-base from .erb into React in less than three months.
- Designed and implemented numerous feature changes to the main website to increase mobile-friendliness and reduce user frustration. This included an improved search flow and dramatically reducing the footprint of imagery across the site, utilizing services such as Cloudinary to deliver optimized images.
- Implemented cart and checkout features, allowing users to purchase and sell collectibles directly from the site.

- Built, tested, and launched a new bidding feature for the CompleteSet website in less than two months. In October 2017, this feature won Best New Product at the Greater Cincinnati Venture Association Awards.
- Created a code-repository template to increase the speed at which new products and sites could be designed and launched.
- Built a suite of internal applications for the management of all collectibles consigned to the fulfillment center. This allowed users to quickly receive new products and approve listings for sale. Integrated it with a photo-taking application to further increase the throughput of the fulfillment center.
- Managed and built the entire front-end for a client-facing subdomain, utilized by collectible sellers to list and ship products.
- Added new features to the primary administrative panel for managing users, archives, and collectibles in the database. This added more transparency into the database, allowing users to implement changes and updates through a GUI.

NIOSH – Contracted through CACI   **July 2015 – May 2016**
Web Author
Responsibilities and Achievements:
- Managed the development and distribution of web content for all of NIOSH through the proprietary CMS system.
- Collaborated with clients and the Visual Communications team to create graphics and presentations that communicated complex, scientific topics to the general public and other target audiences.
- Guided the process of updating NIOSH's custom web ticket system into a robust and easy-to-use application that could be implemented institute-wide.
- Worked with the Branch Chief of the Information Resources and Distribution Branch to update intranet pages with a more intuitive and user-friendly design.
- Received three Flying High awards in less than a year for going above and beyond the requirements of the position on multiple occasions.

Top Gun Sales Performance   **Apr 2012 – July 2015**
Interaction Designer
Responsibilities and Achievements:
- Lead UI/UX designer for all client-facing applications, responsible for meeting business requirements and targeted goals between clients and the development leads.
- Lead developers through the construction of front-end interfaces using Foundation, HAML, SASS and Angular.
- Built testing scenarios and lead user testing for applications.
- Developed and implemented a new style guide and brand.
- Lead the design and UX effort for an online, resource viewing application. It was implemented to resolve a complex process for sharing resources.
- Created 'Welcome' touchscreens for the Mason Tech Center. This included designing each page, mocking up all interactions, and implementing the entire front-end design in one week.
- Acted as lead designer and project manager for interactive menu boards for an external client.

Hobsons   **Nov 2008 – Mar 2012**

Web Designer

Responsibilities and Achievements:

- Lead designer for Hobsons' Professional Services, directly responsible for generating $600,000 of revenue annually.
- Standardized HTML/E-mail professional services to improve cost of services.
- Developed an asset collection process to streamline the Proof of Concept process for design, art, imaging, stock photography, content and layout which was adopted by all designers on the Front-End Development team.
- Created, from inception to production, Hobsons' flagship Flash-based Group Chat application using Adobe Flex against an asynchronous ASMX service. Designed the layout and developed all images, widgets, and UI elements using vector tools and Adobe Flash.
- Established the compliance criteria for Flash/Flex based apps for use by the .NET team.
- Created new product offerings for Professional Services such as the Online Orientation application and Student Adviser Portal in Flash.

Personal Projects / Professional Services

Web Design and Front-End Services

Achievements

- Currently designing and building the front-end for a web-based music player, using SASS and Clojure. The application will feature custom tags for tracks and albums and the potential to stream libraries to different devices.
- Designed and built a mobile-friendly web application for serving the cards in a board game. This online system replaced an inconsistent and analog method that was previously used. New cards could also be added into the game via an online submission form.
- Designed and built the website for a family business, addressing multiple company needs and delivering a final product ahead of schedule.

EDUCATION

University of Cincinnati   **2008**

Bachelor of Science in Digital Design from the College of Design, Architecture, Art and Planning