

Hi TravisCI,

I'm super excited by the description of your front-end position.

Currently, I'm running a 2-person design and technology studio in Minneapolis. We work primarily with small clients through the entire design→prototype→development process. We also work on self-initiated tools and products that often have an activist or research bend to them.

Recently I've found myself focusing more on the technology side of my practice, and have been looking for full-time opportunities to grow as a developer. I'm looking for a position that requires me to work outside my current knowledge, as well as an organization that is working on products at a larger scale than is possible with only two people.

Why TravisCI?

As a designer/developer I'm interested in making digital tools, sustainable systems, and small research-based experiments.

Your company's dedication to the open source community, as well as being thoughtful about process and workflow, is something I find valuable and want to be a part of. I love that you share knowledge so that the internet can become more efficient, accessible, and collaborative; as well as build tools to empower developers (even people who don't identify as developers) to make meaningful products. Most of my development knowledge is self-taught, and the process of learning best practices and what is "new" in development is something I care a lot about.

At a small startup in Baltimore where I was the primary designer, I worked on the high-level features and organization of a new version of the product, refactored the CSS to allow other developers to quickly prototype features, improve performance of the front-end, as well as started building a Figma component library. That was an Ember.js app and the tech stack you describe for TravisCI sounds similar.

My technical expertise and personal values are closely aligned to your posted requirements:

- * Enthusiasm for creating tools, both as a way of helping others create and collaborate and also as a way of thinking about a problem.
- * Very proficient in HTML & CSS: including PostCSS, SASS, templating languages (Liquid, Mustache, etc).
- * Familiar with Frontend build tools (Gulp, Webpack, Yarn/NPM).
- * Comfortable in JS including JQuery, ES6, React and excited to learn more.
- * Experience collaborating with a team remotely, including designers, developers, project managers, and customers.

Some things I hope to learn more about in this role:

- * Expanding knowledge of “new JS” frameworks and best practices (ES6, Ember.js, etc).
- * Writing code with Accessibility as a first priority.
- * Learning about writing tests for production Javascript.
- * Writing code for a successful open source project.

Additional things I bring to the table:

- * A background in digital product design.
- * Experience working with others less familiar with web technology both as a collaborator and as a teaching assistant.
- * A generalist by nature.
- * Comfort working outside my realm of expertise, continuing to self-teach new skills and learn from others around.

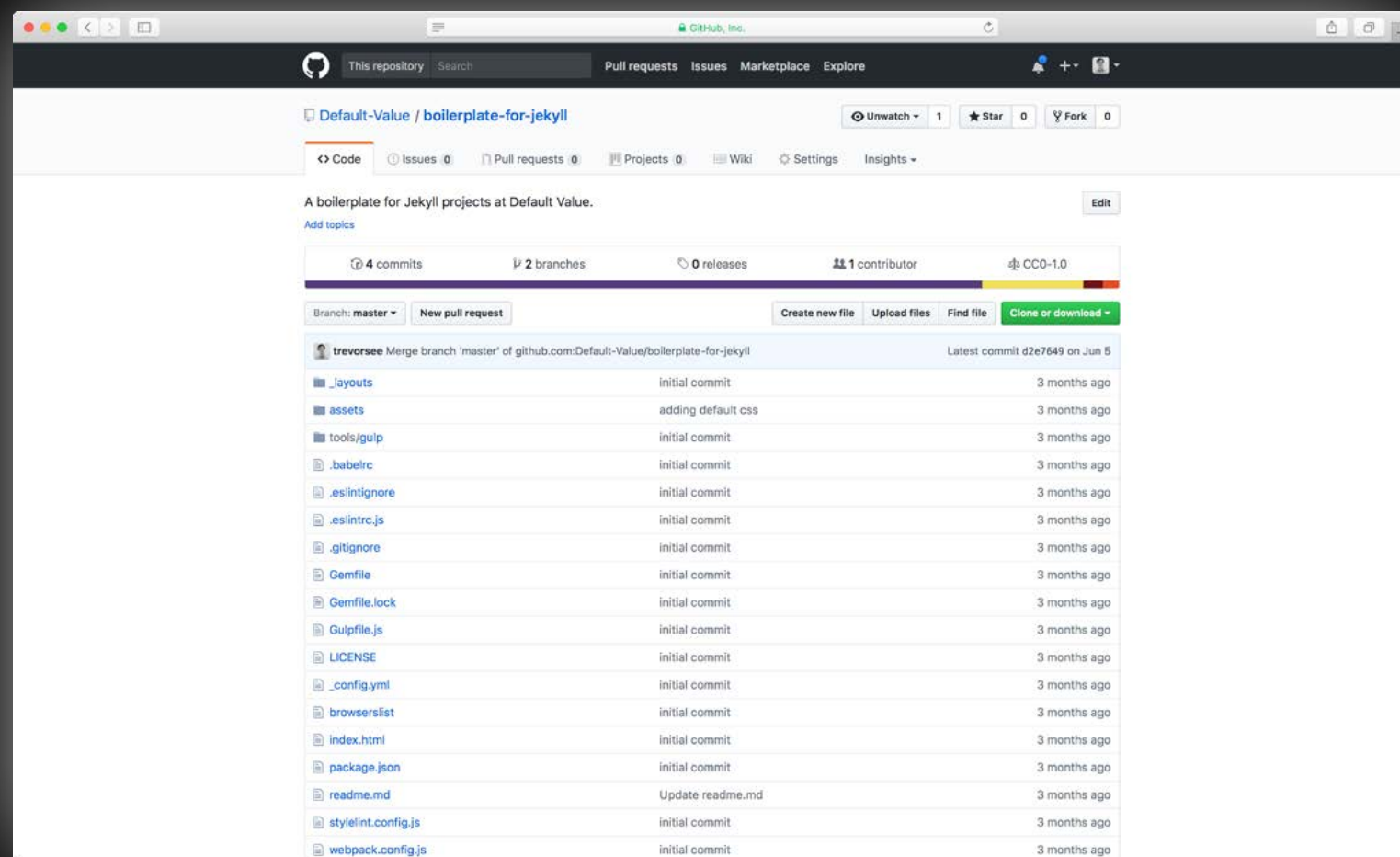
TREVOR CARR ⇒ TRAVIS-CI
SELECTED DEV PROJECTS
09/2017

TREVOR CARR ➔
SELECTED DEV
09/201

01.Jekyll Boilerplate
02.Alizee F Portfolio
03.Studio Atlas
04.Congress Today
05.WWWWWWork
06.Roadmap
07.Zine Generator
08.What's that an
Author?

JEKYLL BOILERPLATE

[link to project](#) ↗



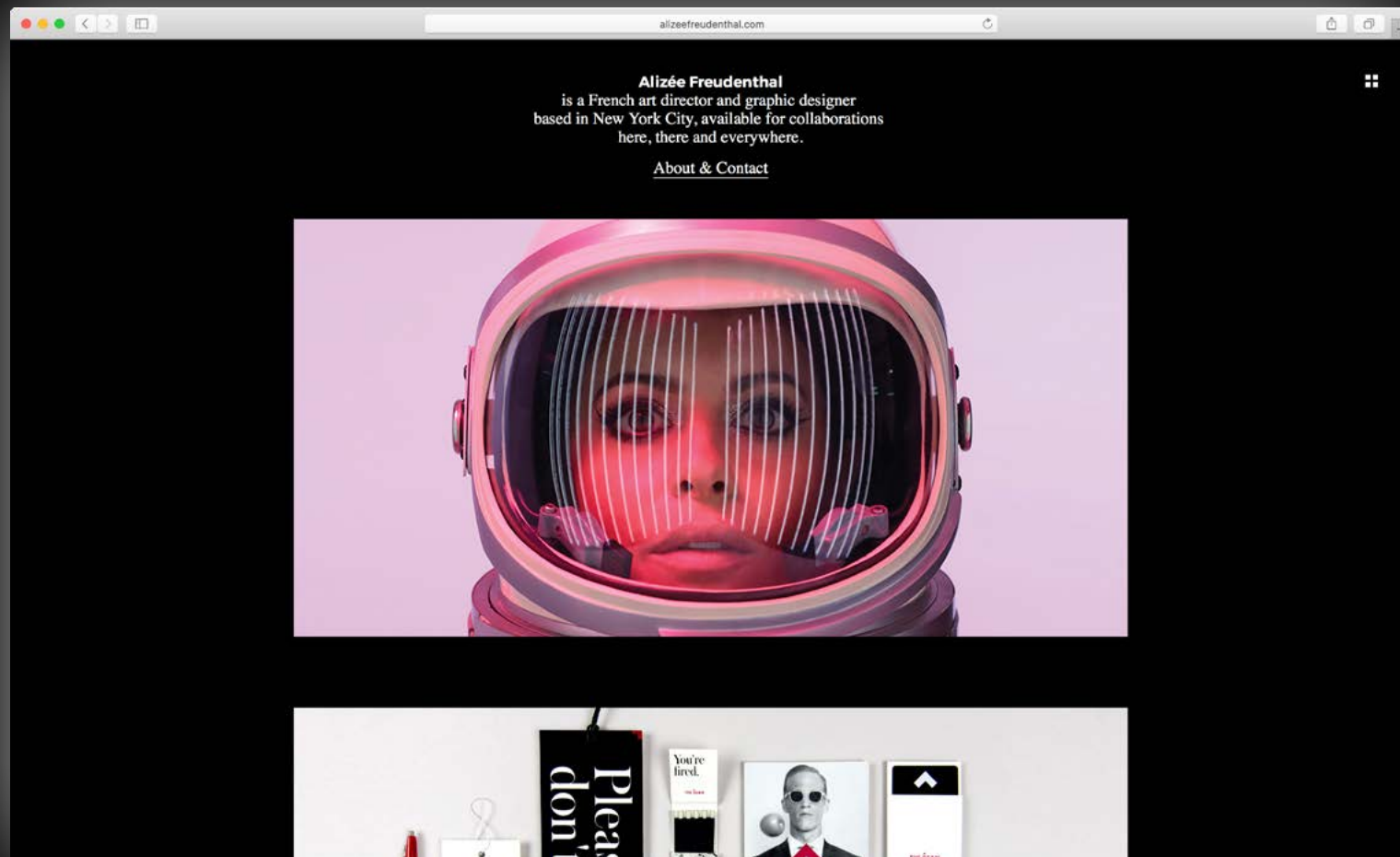
- Jekyll
- Gulp, Webpack
- PostCSS
- config generated SASS framework

As Default Value we make a lot of Jekyll-based small projects—primarily portfolio websites. We weren't happy with any of the existing boilerplates so we created our own.

It includes a default (functional-CSS) framework of SASS that is generated from a config file. When the website is compiled, it first runs through Uncss and compression to make sure the website is as quick as possible.

ALIZÉE FREUDENTHAL PORTFOLIO

[link to project ↗](#)



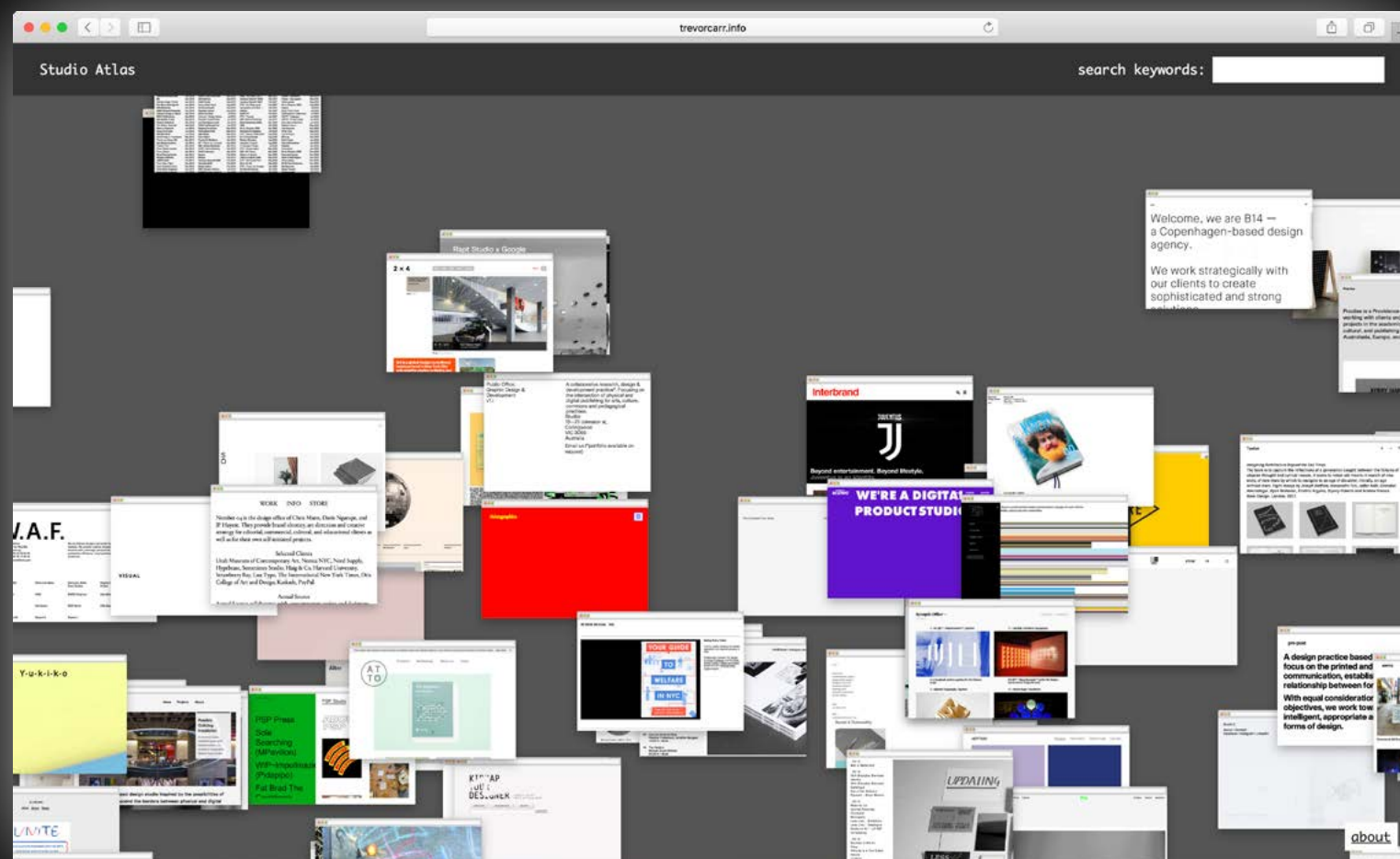
- Jekyll
- Siteleaf
- CSS animations

Alizée was looking to refresh her website as she transitioned to freelancing full time. I helped Alizée transform flat designs into a responsive and dynamic portfolio site with smart transitions.

The design called for some unconventional choices (remembered scrolled position) which meant that smart CSS animations were critical to explaining to the user where they were in the website.

STUDIO ATLAS

[link to project ↗](#)



- React
- Python
- Sheetlabs API

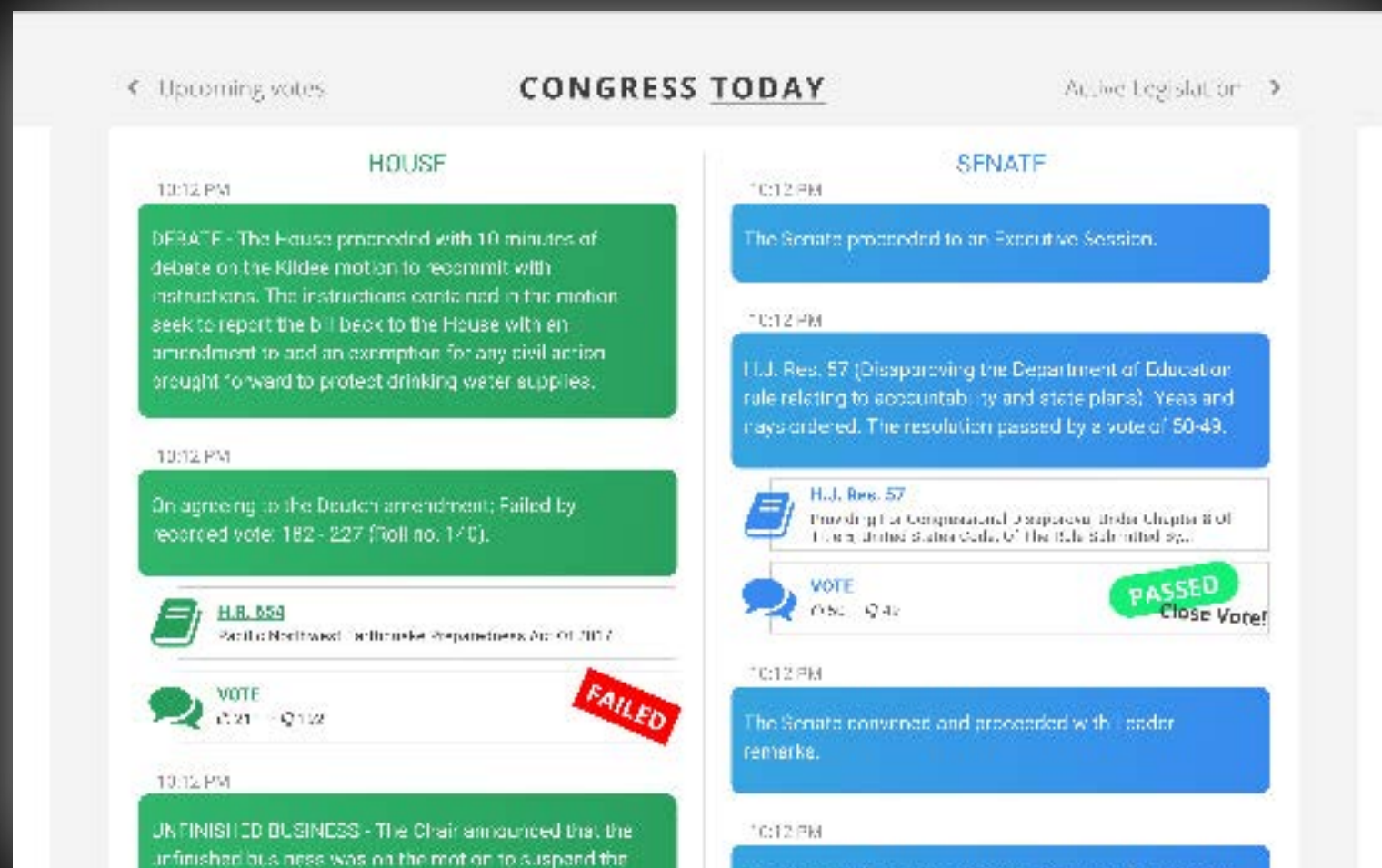
Studio Atlas is an index of graphic design studios and how they describe themselves. It is an experiment in non-intuitive organization.

Data was collected about graphic design studios in a spreadsheet, and then accessed via Sheetlabs API in a python script that ran the data through tf-idf and then t-SNE algorithms. Another python script was used to screenshot the front page of each studio website.

The resulting simple React app plots the studios according to their coordinates, creating a field of studio homepages that the user can explore at their own pace.

CONGRESS TODAY*

[link to project ↗](#)



Work In Progress

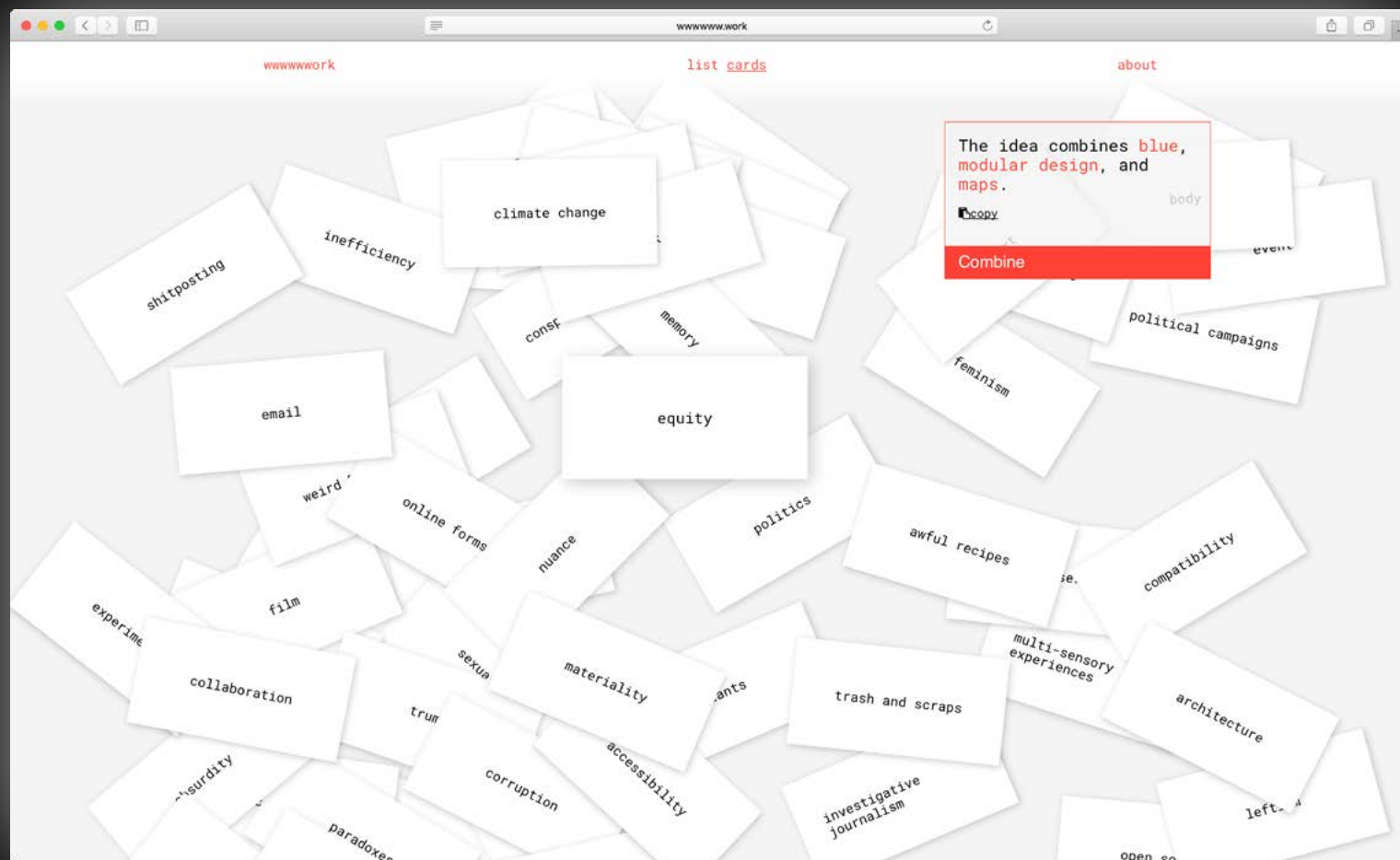
- React
- Redux
- Styled-Components
- Propublica's Congress API

Congress Today is a personal project with the intentions of providing more transparency on what Congress does on a daily basis. By showing exactly what happened *today* in Congress, it helps explain the mechanics of the institution.

The project also serves as a way to learn more about React and Redux, and is a work in progress.

WWWWW.WORK

[link to project ↗](#)



- vanilla Javascript
- LocalStorage

wwwww.work is a declarative tool for generating creative ideas by embracing automation.

A simple javascript app collects a list of thoughts, ideas, or phrases that is saved to LocalStorage. It can be viewed as a normal list, or scatter of cards, and can spit back a combination of ideas when needed: “The idea combines public space, inversion, and online utilities.”

ROADMAP

The screenshot shows the Roadmap application interface. On the left is a sidebar with navigation links: Dashboard, Projects, People, and Reports. Below these is a user profile for Trevor Carr and a list of settings: Time Tracking, Notifications, Profile, Settings, and Log Out. At the bottom of the sidebar are links for Sync 3 Accounts and a note about filters. The main content area displays a table with columns: PROJECT NAME, PLANNED, LOGGED, DIFFERENCE, and PLANNING EFFICIENCY. The table lists several projects, including 'BC2 Schedule Audit', 'Blank BC2 project', and 'getroadmap/account-settin...'. The 'getroadmap/account-settin...' project is expanded to show a list of people: Hunter Barrington, Bill King, Trevor Carr, Eric Carlson, and Roger Low. Below the table, there is a footer with 'Sync 3 Accounts', a note 'This is a working template with 4 filters.', '12 Saved Reports', and a 'Save to Library' button.

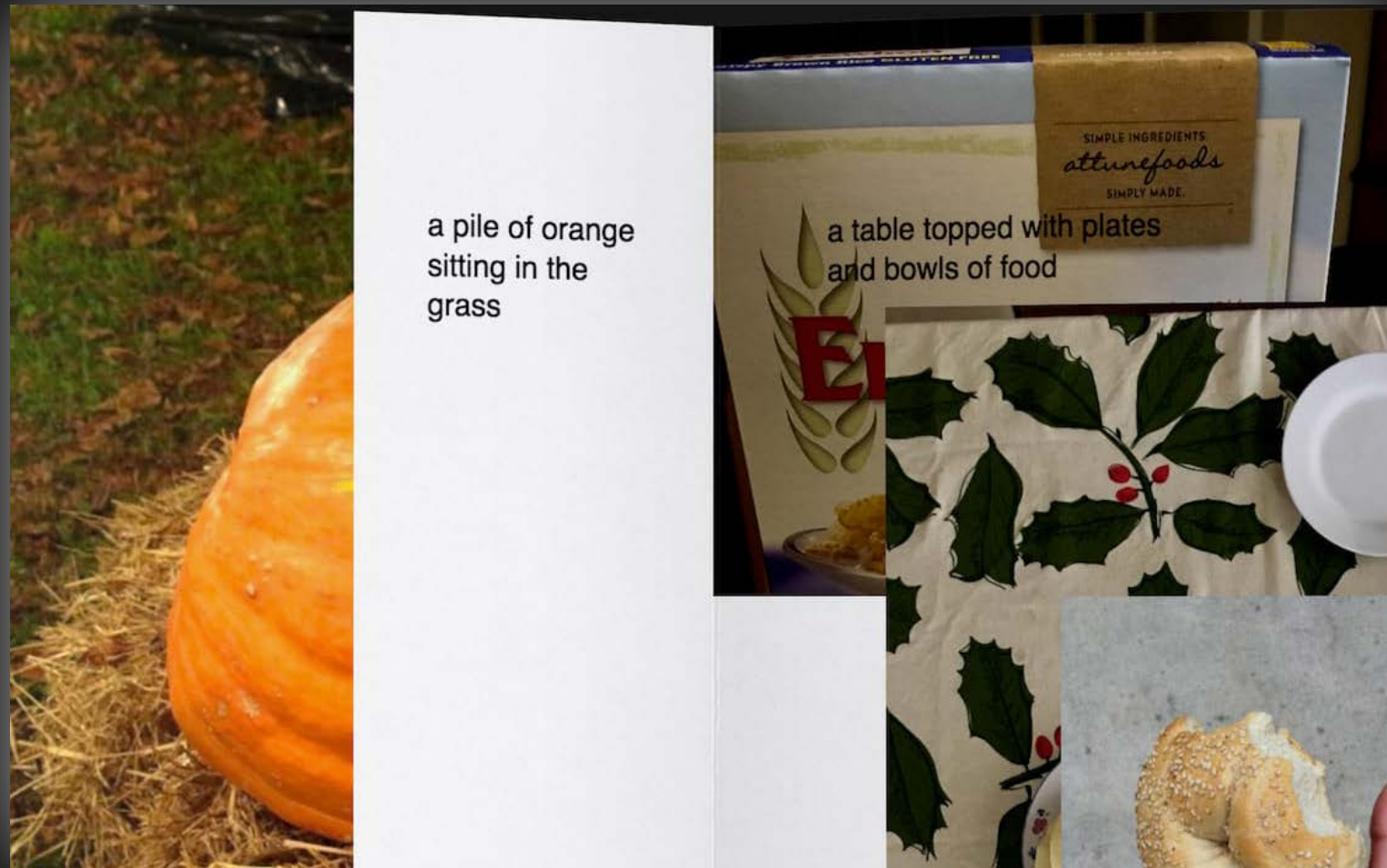
PROJECT NAME	PLANNED	LOGGED	DIFFERENCE	PLANNING EFFICIENCY
BC2 Schedule Audit	120h 0m	100h 0m	-20h 0m	-17%
Blank BC2 project	80h 0m	75h 0m	-5h 0m	-6%
getroadmap/account-settin...	60h 0m	50h 0m	-10h 0m	-6%
43 TASKS 12 PEOPLE 3 ROLES				
Hunter Barrington	14h 0m	05h 0m	-09h 0m	-64%
Bill King	04h 0m	08h 0m	+04h 0m	+100%
Trevor Carr	06h 0m	06h 0m	+0h 0m	0%
Eric Carlson	08h 0m	06h 30m	-02h 0m	-25%
Roger Low	10h 0m	0h 0m	-10h 0m	-100%
HubSpot 2016	120h 0m	100h 0m	-20h 0m	-17%
NVR	80h 0m	75h 0m	-5h 0m	-6%
Star Wars Movie Trailers	60h 0m	50h 0m	-10h 0m	-6%
TOTAL	60h 0m	50h 0m	-10h 0m	-6%

- Ember.js
- SASS
- D3.js

While I was primarily a product designer at Roadmap, I also refactored the CSS codebase of the “Roadmap 2.0” beta. By refactoring in a functional style: it gave a modular set of spacing, sizing, colors, and typography kit-of-parts so an engineer could feel confident building the interface of a new feature. This first cut could be consistent with the rest of the interface even before a designer’s refinement.

ZINE GENERATOR

[link to project ↗](#)



- p5.js
- Azure Computer Vision API
- OSX airdrop
- CSS print styles

In collaboration with Jen Evans as Default Value

Zine-on-Demand is a p5.js application that generates zines from user-uploaded images and AI-generated text. We sold zines printed-to-order at the 2017 Publications and Multiples Fair in Baltimore and hope to improve the system and participate in more print fairs in the future.

WHAT'S THAT AN AUTHOR?

[link to project ↗](#)



- Python
- Recurrent Neural Network
- AWS EC2
- Digital Ocean

A publication and installation exploring machine learning and authorship through Calvino's *Invisible Cities*.

Part One: A series of books printed on found paper

Part Two: A neural network trained on Calvino's body of writing. The output printed with an Arduino-controlled receipt printer.

THANKS !

INFO@TREVORCARR.INFO

HTTPS://TREVORCARR.INFO/
HTTPS://DEFAULTVALUE.INFO/