I like to make things. I particularly like to make things that move and change over time because to me - still stuff is boring. Whether I'm making websites more interactive with JavaScript, developing particle effects in After Effects, or writing Python to track movement patterns of people, I want it to be engaging. Most importantly I want you to engage it. It is not only my profession but my pleasure to continually develop cutting-edge web motion technologies and to invent intuitive, beautiful, meaningful, and fun ways to use them.

My name is Troy. Life is not static. Neither is my work.

PROFESSIONAL EXPERIENCE

Front End Developer
Dwolla, Kansas City, MO   March 2014 to present

Dwolla is transforming e-commerce by transitioning traditional plastic card-based transactions into direct - connect systems that save users money. As part of the front end development team, I work to enhance user interface and streamline the way people move millions of dollars with Dwolla each and every day.

- Pioneered JavaScript unit testing and maintenance within the team and made it an essential part of the deployment process.

- Sped up dwolla.com by implementing automated tasks to minify, compress, cache-control, and combine front end assets, as well as developed a tool to constantly monitor and assess page speed throughout the site.

- Used Node.js, D3.js, and Angular.js to build internal data monitoring tools.

- Established documentation for front end standards, examples, and style tiles.

Interactive Web Developer Platform Lead
MMGY Global, Kansas City, MO   June 2011 to March 2014

MMGY Global is the largest and most integrated travel marketing firm in the world. Their mission is simple: help travel companies grow revenue by motivating their customers. At MMGY, I was an expert interface developer leading an interdisciplinary team of interactive developers. Together, we conceptualized, created, produced, and extended overall brand and design direction online. On a day-to-day basis, I constantly pushed for innovation and excellence within the company by mentoring junior developers, introducing new technologies, and reimagining ways to communicate.

- Developed, maintained, and led the ramp up into responsive website creation that continually evolves to utilize new web technology trends.

- Key player in our laboratory team which discovers new technologies, new uses for existing technologies including microcontrollers like Arduino, and invents ways to apply these practices to our clientele.

- Stream-lined workflow and reorganized the development process to enhance work sharing, improve interdisciplinary collaboration, and increase profitability.

- Direct collaboration with Art Directors, Copywriters, Designers and other Developers to ensure best practices for optimized web performance and memorable end-user experience.

- Internal coordination with sales, project managers, and project staff to develop budgets, timelines, storyboards, and risk projections associated with advanced multimedia applications and animation.

- Performed code reviews and provided technical guidance for team members and junior developers.

MultiMedia Director
Salva O'Renick, Kansas City, MO   July 2005 to 2011

Salva O'Renick is a sales and marketing communications firm with a strong focus on financial and animal health clientele. At Salva O'Renick, I spearheaded all project responsibilities covering motion and audio, working primarily with Flash content for the web. In order to provide rich media solutions for our clients, it was necessary that I maintain a deep technical knowledge of web animation techniques, applications, and languages, such as Actionscript. My technical capabilities allowed me to develop cutting-edge, resellable applications that revolutionized how Salva O'Renick produced and marketed video and interactive animation.

Graphic Designer
Image Technologies Corporation, Kansas City, MO   December 2000 to July 2005

ITC is a full resource production company that specializes in all technical and promotional aspects of large corporate meetings and conventions. Their client base includes: Cerner, Ford Motor Company, Hallmark Cards, and Sprint. At ITC, I single-handedly built and operated a client-based graphic design department from the ground up, including multimedia and creative video production. Additionally, I introduced the use of 3D graphics modeling to pitch detailed set designs to clients through the use of Autodesk Maya. My responsibilities included extensive use of production equipment, development of client newsletter's and email templates, and design of client websites.

EDUCATION

Bachelor of Arts in Studio Art - Photograpy/Graphic Design
> University of Missouri Kansas City - Awarded 2003.

Bachelor of Arts in Communications - Mass Media
> University of Missouri Kansas City - Awarded 2003.

Associate of Arts
> Metropolitan Community Colleges, Lees Summit, Missouri - Awarded 2001.

TECHNICAL KNOWLEDGE BASE

- Object oriented programming concepts and coding, primarily with JavaScript, Python and ActionScript.

- Agile Development practices and knowledge to develop clean, refactored, and reusable code.

- Web languages and communication, such as JavaScript, Node, Python, SQL, HTML and CSS.

- Web Development from conceptualization, design, front-end development and backend-development.

- Utilization of efficient tools such as Git, Grunt, Sass, Angular.js on a day to day basis.

- Use and development of fully robust content management systems.

- Linux web server barebones setup, optimization, and automated deployment.

- Adobe products: Flash, Photoshop, Illustrator, After Effects, Premiere, and Audition.

- Computer hardware modification and trouble shooting from both low and high levels.

- Production and post-production equipment and processing for video production and photography for professional client-based projects with small teams.

- Dabbler in microcontroller and microcomputer technology prototyping using Arduino, Raspberry Pi, Beaglebone, and electronic and mechanical components.

References furnished upon request.