



about

I am a creative developer with a desire to create interfaces that are easy to understand and work efficiently. Good design feels nice, but great design is invisible. This is my personal approach to strive for in every project, to achieve the point where design feels seamless.

My belief is that the essential element of any design is communication. I aspire to create meaningful connections between people and that starts with being able to express, experience and interact with the world in ways that make sense.

technical summary

proficient

HTML, CSS, JavaScript, jQuery, Illustrator, Photoshop

working knowledge

Angular, Final Cut Pro, PHP, MySQL

work experience

Creative Developer

Web Development/Design
Technical Writing

AKQA

Jan 2014 - Present

- developed interactive web prototype interfaces and websites using JavaScript based libraries such as Angular
- used web development and deployment frameworks (Github, Gulp, Jenkins, npm, Bower, SASS, S3, Cloudfront) to support continuous integration
- documented technical implementation guide for using an integrated content management service
- implemented data analytics tracking (Omniture) integrating third-party CMS services as an API for data management and localization templates using JSON

Front-end Developer

Web Development/Design
Technical Writing

Sentias Software/Rezgo

Apr 2007 - Nov 2009

- re-engineered front-end PHP parser from scratch into a more efficient class-based function driven programming toolkit
- wrote public XML API implementation guide
- implemented a data management interface that unified the process for a travel reseller website to import data from multiple travel package providers using third-party APIs

Freelance

Web Development
Graphic Design/Identity

- collaborated with Flash designer to develop client-driven content management systems using XML, PHP and MySQL to facilitate self-service data updates on Flash-based websites
- worked closely with clients to create websites, branding, and identity design



education

B.A. Interactive Arts & Technology, Design Concentration

Simon Fraser University, School of Interactive Technology *2014*

SFU Northern Europe Design Field School www.sfudutchdesign.ca

Simon Fraser University, School of Interactive Technology *Jan - July 2013*

B.Sc. Computer Science

University of British Columbia *2006*

recent projects

Web Development

Live In Levis

2014

HTML/CSS, JS, Angular, Technical Documentation

Context Digital brand campaign website using rich interactive video narratives. Engage users to discover and interact with curated brand stories. The website has integration with third-party CMS services to allow for customized content between different regions with support for localized data and user generated content.

Process Co-developed website with two other developers using HTML, CSS, JS, Angular. Using development frameworks for streamlined collaboration (Github, Gulp, npm, Bower), server deployment frameworks for continuous integration support (Jenkins), and site asset management tools (S3, Cloudfront). Wrote technical guides for using third-party CMS to update site content.

Result Fully functional digital website platform. Integrated third-party CMS (Prismic and Contentful) to import localized content data and user generated content. Website was awarded FWA Site of the Day, 28 Sep 2014.

Web Design + Dev

Audi Mobile Prototype Interface Development

2014

Interface Design, HTML, CSS, JS

Context One prototype in a 4-week project pitch to propose near future concepts of potential future brand touchpoints. This specific prototype is about the potential for the next-generation of the mobile Audi web experience.

Process Wireframe sketches to perform initial prototyping before creating first version interface. Experimented with using embedded video backgrounds in mobile browser, interactive interfaces using mobile device accelerometers, Passbook integration and iBeacon notification triggers.

Result Mobile interface prototype with all interactive elements functioning. Apple Passbook integration and triggerable physical demonstration using iBeacons.



other design projects

Experience Design **Stria** Multimedia Experience Design
2012 HTML/jQuery, Experience Research, Filming+Audio

Context A 5-week project in a team of 6 to propose and develop an experience design project. Engage users to explore brand identities of local businesses with handcrafted products in an interactive cross-media digital platform to create a brand narrative. The project's driving idea was about "evolving identity through deconstruction".

Process Research and developed experience design framework and conceptual model. Programmed website using HTML/CSS and jQuery. Concept sketches and interface wireframes. Photography and graphic design for interface aesthetics. Filming and audio recording.

Result Fully working digital platform prototype. Developed understanding of creating a conceptual experience model and applying design decisions through that model.

Interface Design **Cohesify** Educational Interface Design Concept
2012 Interface Design, Usability Research, HTML + node.js

Context A 6-week project in a team of 4 to propose a near future multi-screen interface concept. We chose to address the educational space and proposed a vision of interaction within a digital classroom.

Process Wireframe sketches to perform initial prototyping before creating first version interface. Storyboarded and edited video for proposal requirement. Programmed prototype using HTML/node.js. Used usability heuristics to perform usability studies in evaluating the interface. Applied improvements to prototype based on usability studies of previous iteration.

Result Proposal was awarded a Student [Yellow Pencil Nomination](#) from D&AD in 2012 for Digital Design brief. Final prototype was successful in demonstrating our vision of simultaneous screen interaction. SIAT Showcase 2013 finalist for Digital Applications category.