

JASON WEBB

Front-end and UI developer with a passion for design, armed with a background in computer science and the arts. Seeking to work at the intersection of technical and creative perspectives to realize meaningful and modern interfaces and experiences using state-of-the-art skills and tools.

SKILLS

Front-end technologies:

- Mastery of **modern HTML** and **CSS**
- Strong knowledge of CSS pre-processors **Sass** and **LESS**
- Very strong knowledge of **Bootstrap 3**, including custom builds from source
- Strong knowledge of **responsive** design techniques and principles
- Strong knowledge of **accessibility** standards and best practices informed by **WCAG** and **ARIA** guidelines
- Very strong knowledge of **jQuery**
- Good general knowledge of **Javascript (ES5)**, with some exposure to **ES6**
- Exposure to modern MVW frameworks **React**, **Backbone**, and **Angular**
- Good knowledge of modern build tools such as **Webpack**, **Gulp** and **Grunt**
- Familiar with the **Node.js** environment
- Good experience working with **RESTful APIs**
- Exposure to cross-platform app development using **Electron**

Back-end technologies:

- Very strong knowledge of **WordPress**
- Good knowledge of **PHP**, including with **Laravel** and **CodeIgniter** frameworks
- Good functional understanding of **MySQL**
- Basic understanding of **C# ASP.NET MVC 5**

Design techniques and technologies:

- Proficient in wireframing using physical processes and digital tools such as **Axure** or **Balsamiq**
- Low and high-fidelity mockups using **Photoshop** and **Illustrator**

PROFESSIONAL EXPERIENCE

Front End Developer (contractor) at Connexions Loyalty

Minneapolis, MN — February 2017 to May 2017

- Developed new features using company's custom **Javascript (ES5)** front-end framework, based loosely on **Backbone**.
- Built and delivered **pixel-perfect CSS** (via **Sass**) themes for clients informed by high-level style guides and close collaboration with UX personnel. All themes were delivered ahead of schedule.
- Took initiative to optimize and fully document the **Grunt**-based build system used throughout the company, significantly improving compilation times and enabling more rapid UI feature development.

Web Designer/Developer at Securities America, Inc.

Omaha, NE — October 2015 to July 2016

- Designed, wireframed and prototyped web applications in collaboration with developers and business owners using **Axure**, **Photoshop**, **HTML**, **CSS**, and **Javascript**.
- Established and advocated for the use of the company's first style guide (custom built in **.NET MVC 5**) and design framework (built on top of **Bootstrap 3** using **LESS**, **Gulp**, and **Javascript**).
- Worked closely with **.NET** developers to build web applications using **.NET MVC 5**, **Bootstrap 3**, **KendoUI**, **jQuery**, custom **Javascript (ES5)** and **modern responsive HTML/CSS**, often interfacing with **.NET web services**.

Freelance Creative Technology Consultant

Omaha, NE — June 2014 to present

- Provide custom design-build and consulting services to local and international fine artists and institutions, specializing in physical computing, creative coding and digital fabrication using tools and skills such as Arduino, circuit board design and fabrication, Processing (Java), CAD, CNC routing/milling, 3D printing and laser cutting.

Web Developer (contractor) at Creighton University

Omaha, NE — March 2015 to June 2015

- Contract **full-stack** web development of a custom internal content management system for faculty activity.
- Responsibilities included designing, architecting and developing a custom solution using **PHP, MySQL, CodeIgniter**, modern **HTML/CSS, Bootstrap 3** and custom **Javascript** with **jQuery**.

Graduate Assistant at University of Nebraska at Kearney

Kearney, NE — August 2011 to May 2014

- Digitized educational videos for online distribution using Adobe Premiere.
- Assisted faculty in updating and maintaining online curriculum through Blackboard LMS.

Undergraduate Researcher at University of Nebraska at Kearney

Kearney, NE — May 2010 to May 2011

- Designed and taught a full semester-long course to a group of fellow undergraduates entitled “Interactive and Generative Art”, culminating in a public exhibition.

Web Programmer at Kearney Hub

Kearney, NE — November 2008 to June 2010

- Redesigned entire website in collaboration with business owners and marketing personnel using **Photoshop, physical processes, and HTML/CSS/Javascript** for iterative mockups and prototyping. Included the use of user surveys and basic analytics for UX insights.
- Developed new website features within proprietary industry-specific CMS using **PHP, HTML, CSS** and **Javascript**.
- Designed and developed microblogs for reporters using **WordPress**.
- Interacted with external small-business contract clients to build and maintain their websites using **PHP, MySQL, HTML, CSS** and **Javascript**.
- Created interactive and animated web advertisements using **Adobe Flash** and **Actionscript (2 and 3)**.

EDUCATION

Master’s of Science in Education (M.S. Ed.) in Instructional Technology

University of Nebraska at Kearney — August 2011 to May 2014

- Pursued self-directed, project-based courses and research focused on the integration of advanced and emerging technologies into studio art curriculum in close collaboration with arts faculty.
- Collaborated with Arts faculty to expand their existing undergraduate curriculum with hands-on, project-based exercises centered on STEAM concepts and emerging technologies like Arduino, 3D printing and projection mapping.

Bachelor’s of Science (B.Sc.) in Computer Science

University of Nebraska at Kearney — August 2005 to May 2011

- Designed and taught a full semester-long course to a group of fellow undergraduates entitled “Interactive and Generative Art”, culminating in a public exhibition.
- Facilitated acquisition and execution of a \$20,000 grant with Computer Science and Art & Art History departments.