Charles Pope UI/UX Engineer]

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Charles is a driven and creative Front End Developer dedicated to using his skills to create feature-rich websites. He is versed in HTML5, CSS3, JavaScript, JQuery, AJAX and Responsive Design principles. The majority of his experience lies in User Interface Development for the web including design and development with a focus on maintaining compatibility and usability.

WORK EXPERIENCE

UI Designer / Developer

Employee Benefits Corporation - Middleton, WI - May 2014 to Present

Responsibilities

• Work with the Marketing Department Manager, Vice President of Sales, Project Manager, Engineering Coordinator and Business Analysts to discern the largest short comings of the existing application and identify ways to improve them. This covered both design aspects and user interface functionality.

• From the above processes, we designed and tested a set of user stories, for which I was responsible for creating: designs in Illustrator CC (low fidelity wireframes), semi-functional prototypes (medium fidelity) and then finally the feature complete application.

Accomplishments

The existing application was a admitted mess of functionality with no single process defined as what the user should be doing. More than anything else, my job was to simplify the entire user experience for maximum efficacy.

Example: Submit a Claim Online

This process for submitting a claim against a user's FSA or HRA plans was designed by a committee of employees with no one as the guiding force.

I stripped out of the process everything that didn't belong there (i.e. direct deposit, user profile changes) and used modern web development standards along with classic graphic design principals (scaling, spacing, balance, symmetry).

Skills Used

Strong communication skills are required when working across departments, I've found that sales, project managers, engineers, etc.. all think and communicate in different ways. Knowing this I can understand what each team member and manager is trying to articulate, which makes finding the feature sets and requirements much easier.

This job required use of a javascript MVVM library called knockout.js, which is not one I've used before. I spent a great deal of time personally and professionally learning this new library to maximize my usefulness to the team. The result of this effort is that I'm now trusted to create client side logic, as opposed to assisting an engineer in said task. The practical upside is that the engineers now have more time to handle other tasks.

UI/UX Engineer (Contract)

Practichem.com - Madison, WI - November 2013 to April 2014

Practichem required an experienced Front End Developer to manage the creation of new design layouts and user experience for their new web API. Practichem was in the process of bringing a new product to market to compete with established brands. He worked closely with the CEO and the rest of the software development team to create a simple and intuitive for the end user.

Responsibilities:

- Custom graphics and materials utilizing Photoshop Illustrator and Glyphy
- Responsible for creating designs and User Interface and Experience for Arista Slice software.
- Create HTML and CSS and client JavaScript for back-end developers.

Environment: LESS (CSS), JADE(HTML), CoffeeScript (Javascript)

UI/UX Engineer (Contract)

BizFilings.com, CTProComply.com - Madison, WI - March 2013 to November 2013

BizFilings required an experienced Front End Developer to manage the creation of new design layouts and user experience for two of their new projects. The current application(s) were based on .NET 2.0 VB and C# languages. Both applications were utilizing web forms, which housed both business logic and presentation layers. The new application was to separate those concerns into WCF services for business logic and HTML5/CSS3/JQuery/AJAX for the presentation. During the project he worked closely with the project manager to create effective and clean layouts as well as client side logic to control the user experience (navigation, validation and error checking).

Responsibilities:

- Custom graphics and materials utilizing Photoshop
- Responsible for creating designs and User Interface and Experience for BFI Formation Services Checkout API.
- Responsible for creating designs and User Interface and Experience for CT Pro Comply Compliance Calendar API.
- Responsible for cross-browser analysis and compatibility.
- Create HTML and CSS and client JavaScript for back-end developers.

• Work closely with .NET developers to marry UI/UX to service layer architecture (WCF services, MySQL DB's).

Environment: HTML5, CSS3, JavaScript, JQuery, Team Foundation Server, Photoshop CS6, SublimeText 2,

Front End UI Engineer

Hopster, Inc - Middleton, WI - June 2012 to January 2013

Hopster, Inc. required a Front End Developer to work with a graphic designer to create a sharp modern user experience for their new API. He was responsible for converting PhotoShop layouts into usable HTML5/CSS3 webpages (Views) in the Ruby on Rails MVC architecture. An ancillary responsibility was to help with smoke testing completed critical paths to ensure that no errors were present.

Responsibilities:

- Responsible for 'slicing and dicing' layouts from Graphic Design Department into pages with pseudo functionality for server-side programmers.
- Responsible for cross-browser analysis and compatibility.
- Ensured that the User Interface was clean and intuitive for end user.

Environment: HTML5, CSS3, JavaScript, JQuery, Ruby on Rails, TextMate2, Git SVN.

Front End UI Engineer

Foremost Media - September 2009 to May 2012

Primary responsibility at Foremost Media was the creation of skins for DotNetNuke CMS websites. He would convert graphic designs into the various required user controls and alternate page layouts. After applying these to the production site he would perform browser compatibility to ensure a consistent user experience. Ancillary responsibilities were to lead the content acquisition and population effort, which required interaction with client and staff. He would also conduct training sessions and phone support with clients on administration and operation of their new site.

Responsibilities:

- Constructing functional websites based on approved designs from Graphic Design Department.
- Determining scope of website (e-commerce, document management, secure servers, email, and number of pages.)
- Consulting with client(s) to obtain materials in regards to site completion.
- Train client in operation and management of website.
- Error checking and resolution of existing client websites.

Data Entry Specialist / Customer Support

Foremost Media - April 2007 to September 2009

He managed training and content population under the direction of the project manager on a client by client basis. He also provided technical phone and face to face support at the client's request.

Responsibilities:

• Data entry, content population, updates, customer service and support.

Environment: HTML 4/ 5, CSS2/3, JavaScript, DotNetNuke (CMS), ASP.NET StoreFront, BigCommerce, Blogger, GoDaddy, Network Solutions

Technical Support

KC Computers - Whitewater, WI - February 2003 to March 2007

IT Service/Support

KC Computers required an entry level employee to build new PCs and to support and service the small accounts and walk in traffic in their retail store.

Responsibilities:

- Construction, installation and support of Computer Systems.
- Phone and on-site support of Computer Systems.

EDUCATION

Bachelor of Arts in Multimedia Design/Arts

University of Wisconsin - Whitewater, WI August 2008

SKILLS

Programming Languages: HTML5, CSS3.0, JavaScript, JQuery, AJAX, Responsive Design (creation of website interface that scales to device requirements) Software: Adobe Creative Suite, Microsoft, Visual Web Developer, Microsoft Office, Team Foundation Server, Project management tools, Code base management tools IDE SublimeText, TextMate, Dreamweaver, Visual Studio

ADDITIONAL INFORMATION

Adept at working with complete team of I.T. Professionals (Management, Server-side, Quality Assurance Personnel), Specific aptitude with understanding marketing and graphic design requirements, Keen skills in identifying project vulnerabilities and risk factors