

ED CARPIO

**SENIOR FRONT END DEVELOPER
USER INTERFACE DESIGNER
TECHNOLOGY MANAGER**

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EXPERIENCE

**July 2009
to Present**

Playa Del Ray, CA

PROFILE

Creative front end developer who is passionate about user experience and interface design. My personal goal is to continue to persistently and relentlessly pursue execution of efficient, browser agnostic websites through the use of the latest technology available.

OBJECTIVE

To find a challenging position where I can set new standards in web development by fusing outstanding usability with a current aesthetic and clean code. Work in a collaborative environment designing and developing impressive websites with a sophisticated and memorable presence, all while maintaining a functional interface that exceeds the expectations of today's industry standards and trends.

BRIGHTER COLLECTIVE

**SENIOR FRONT END DEVELOPER
USER INTERFACE DESIGNER
TECHNOLOGY MANAGER**

Set the standards for Brighter Collective's front end development best practices and techniques while continually introducing and utilizing new technologies.

Involved in every technology based project such as developing websites, applications and any digital solutions. Provided technical requirements, level of effort estimations and technical recommendation on technologies that can be utilized.

Introduced "Responsive Design" to the company. "Go to person" for anything "Responsive" including best practices, design concepts, limitations and technical requirements.

Developed and designed numerous "spec-work" materials for the Business Development team to enhance client relationship and raise client awareness on what the Technology team is able to deliver.

Managed a team of 5 developing a web based solution for a very robust 4K digital distribution platform. The development included a website that manages accounts, users, monetary shares, theater scheduling and a film maker profile page that showcased movies that they have produced.

Developed complete website solutions for Loyola Marymount admissions and Loyola Marymount Law using the Terminal Four CMS platform.

Lead Front End Developer for the Best Friends Animal Sanctuary. Developed 19 layouts for the Ektron CMS platform.

Lead Front End Developer, UI Designer/Architect for the American High School Film Festival.

Lead Front End Developer for numerous State Farm projects including the Promo Portal, The Agent Events Portal and other one-off marketing pages.

Actively utilizing Agile / SCRUM development and responsible for a lot of the general day to day tasks for my team.

Worked on numerous "solo" taking the lead doing UI Architecture, Design, Development as well as deployment to increase efficiency and turn around time.

Significant Back-End language exposure to PHP, Ruby on Rails and Angular.

August 2008
July 2009
Newport Beach, CA

SLEEPY GIANT ENTERTAINMENT

LEAD USER INTERFACE DESIGNER
LEAD FRONT END DEVELOPER

Developed UI/UX architecture for numerous websites including Crime Craft, Gong Online, Earth Eternal and Animal Jam.

Developed UI solutions, mood boards, user stories, and application solutions for client companies such as Atlus, THQ, Sparkplay, and Vogster Entertainment.

Front End Developer for the Sleepy Giant CMS administration dashboard.

Designed software installation UI and workflow.

Created in-game assets such as game item icons, and UI elements using web-based solutions including HTML 5 and Adobe Flash.

Significant Back-End language exposure to Ruby on Rails and MySQL.

August 2007
November 2008
Irvine, CA

YNK INTERACTIVE

LEAD CREATIVE
LEAD USER INTERFACE DESIGNER
LEAD FRONT END DEVELOPER

Developed UI/UX architecture for game websites such as ROHAN, Seal Online, KOS and Krazy Aces.

Developed UI solutions for international based users that incorporate language translations and dynamic content dependant on region.

Lead Front End Developer for all U.S. based websites.

Created magazine ads, website advertisement banners, posters, t-shirts, and various marketing items, give-aways.

Created in-game assets such as icons for item power-ups, weapons, and armor.

Developed U.S. brand identity for the company and its games.

TECHNICAL SKILLS

PROFICIENCIES

HTML 5

CSS, SCSS, LESS, SASS

ADOBE PHOTOSHOP

ADOBE ILLUSTRATOR

JAVASCRIPT, JQUERY

RUBY ON RAILS, PHP

EDUCATION

1996-1998

VENTURA COLLEGE

DESIGN FOCUSED ON DIGITAL MEDIA

1998-2000

LEARNING TREE UNIVERSITY (CCI)

GRAPHIC DESIGN

1999

CSUN EXTENSION

GRAPHIC DESIGN CONCEPTS AND PRACTICES