

Irena Romendik

Front End Web Developer / UI / UX / Design / Data Visualization

<https://bitbucket.org/voidit>

<https://github.com/voidit>

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EXPERIENCE

Boyle Software, NYC — *Front End Developer*

DEC 2016 - NOW

Developing educational software for Coach
Node.js, Vue.js, Vuex, SASS, PHP, ELAN API

Developing front end for car selling company

Node.js, React, Redux, SASS

New York University IT, NYC — *Senior Developer (JavaScript)*

JAN 2016 - OCT 2016

Building Front End for NYU new Home, with Liferay backend and YUI front end, utilizing Google services, using Vagrant for local development. SVG transformations, Grunt, e.t.c.

Developing custom API for NYU printers with Ruby, and React/Redux UI, Axios, Bootstrap, Gradle.

Developing web applications, Liferay, YUI, Node, Ruby, PHP, LMS, Vagrant, patching of legacy PHP and Python code.

Teach for America, NYC — *Director of Front End Development*

APRIL 2014 - DEC 2015

Developing Front End components for Program Tracker and Retention Manager web applications, using Backbone front end with Java microservices. Visualizing and interacting with huge data sets.

Developing scalable single page web application using modern JavaScript and CSS libraries, Backbone, Angular, Node, Ionic, LESS, Bootstrap, Sketch, Zeplin.

Data visualization using D3.

Technical training of developers, and light project management.

Working in high paced Agile environment with multiple teams.

Boyle Software, NYC — *Developer*

2013 - APRIL 2014

Developing custom Drupal modules for major publishing company using

SKILLS

More than 10 years of experience and knowledge of:

- Scalable Web Apps
- Design / Sketch / Zeppelin / Balsamiq / Adobe CC
- JavaScript / JS6 / JSX
- Git / AWS / Google / Heroku / Docker / Vagrant
- JavaScript Frameworks
- Node / VueJS / React / ReactNative / Redux / Rebel / Angular 2
- CSS3 / Less / SASS / Compass / Flexbox
- Grunt / Gradle
- PHP / Wordpress / Drupal / CodeIgniter
- HTML5
- AJAX / JSON
- Data Visualization / D3 / Paper.js
- MEAN / Flat files / Firebase
- MVC / MV*
- ROR
- Jira / Confluence

INTERESTS

Drupal, PHP, Drush, SASS, Compass

Developing streaming audio widgets for a radio station using Adobe Flex, Node.js, Express, ActionScript

Yoga, Ceramics, Knitting

Bunk1.com, NYC — Designer (Web & Print)

2006 - 2013

Building and maintaining brochureware websites for Summer camps, revitalizing old sites using various CMS (WordPress, Drupal, Joomla, e.t.c.), Developing custom plugins as needed, JavaScript, HTML, CSS, custom forms, ASP on .NET servers, MEAN stack, ROR, Angular, jQuery

Designing new websites, UI, UX, SEO, Google Analytics

Design and art direction of promotional print/web materials for the company and for the clients using Adobe Creative Suite (Photoshop, Illustrator, InDesign, e.t.c.)

Data visualization using Paper.js and D3, as well as plain JavaScript

LANGUAGES

Russian, Ukrainian, German
(conversational)

Various Clients, NYC — Freelance Multimedia Developer

2002 - 2006

Building portfolio web sites using Flash

Developing an online CMS tool for fashion designers to build (drag&drop widgets style) custom portfolio web sites using Flash, Tomcat, Java

Developing small scale web games using Flash and Director

Developing B2B presentations for corporate clients to be used in stand alone screen displays using Director

Developing interactive CD-Rom games using Director

Hand drawn animation

Various illustrations and design for print

Brooklyn Children's Museum, Brooklyn, NY — Collection Assistant

2001 -- 2002

Working with Museum System database for collection's images

Straight Edge Publishing, Brooklyn, NY — Illustrator

1999 -- 2004

Creating original Illustrations for children's books, both hand drawn and digitally, using Adobe Illustrator

Pratt Institute, Brooklyn, NY — Library Assistant

1994 -- 2001

Work-study in the library

Department of Archaeological Expeditions of Ministry of Culture, Kiev, Ukraine — *Artist*

1989 -- 1991

Hand drawing and drafts of archaeological excavations plans as well as cataloging and drawing found objects.

EDUCATION

NYU, Tisch School of the Arts, ITP, NYC — *MPS*

2002 - 2004

Interactive Telecommunications.

Pratt Institute, Brooklyn, NY — *MFA*

1995 - 2001

Computer Graphics.

Shevchenko School, Kiev, Ukraine — *Associate in Painting*

Graduated 1991

Fine Arts.

PROJECTS

Personal website — <http://voidit.net>

Most of my recent code is written for corporate clients and not available for public view; however I'm happy to provide code samples in person.

Some of my older projects are showcased on my personal website

<http://voidit.net/projects>.

Painting website — <http://aquarelle.us>

Flat files Kirby based art portfolio

SKILLS

- 15+ years professional experience as a user interface designer
- CMS development (including Typo, Drupal, Wordpress, Joomla, Liferay, DotNetNuke, e.t.c.)
- Computer languages (HTML5, CSS3, JavaScript(s), PHP, Ruby, Visual Basic, Ada, C, Java, MySQL, XML, XSL, CSS, ActionScript 1&2, Lingo, Processing, Max Script, Virtools, Cult 3-D, Max/ MSP/Jitter)
- Experience with today's web development technology trends, including Mobile Web optimisation, responsive Web design principles and SEO / SEM best practices.
- Experience with Information Architecture, Wireframe diagrams, use cases, and workflow diagrams.
- Flash, jQuery, KineticJS, \$fx, Processing and other animation / interactivity tools

- Can work in a fast paced, deadline-driven environment with little supervision
- Self-motivated and able to juggle various tasks
- Programming software (Microsoft Visual Studio, Text Pad, Eclipse, Processing, GNU Compilers, Cygwin, C Builder, CodWarier, Director, Flash, Sepy, Dreamweaver, Cult 3-D, Virtools, EyesWeb, VideoScript)
- Familiarity with different web protocols and servers (FTP, SFTP, HTTP)
- Light server management (Apache, Microsofr IIS)
- Database software: Museum System, MySQL Server, Excel, Mongo
- Image editing software (Adobe CS, Painter, Fireworks)
- Vector graphics and publishing software (Adobe CS, CorelDraw, Freehand, QuarkXPress, Fontographer, InDesign)
- Video and Sound editing software (Adobe Premier, Aftereffects, Robotfunk Flowmotion, Resolume, Elektronika, visual-Jockey, Video Man Capturer, CleanerEZ5, Sound edit 16, SoundForge, ACID Pro)
- 3-D software (LightWaive, 3-D Studio Max, Ryno, Canoma)
- Classical painting and graphics, design, print production / Digital and traditional children's book design and Illustrations/Animation: modeling of characters, motion, story boards, in-betweenes, video editing, stop motion animation, and portfolio development.

PROFESSIONAL HIGHLIGHTS

Painter

I paint.

Multimedia Developer

Designed user interaction for interactive games, various web-sites and business-to-business presentations. Defined psychological preferences, key words and aesthetic patterns of target audience. Created design concepts and redesigned and integrated existing elements for new concepts.

Developed fill and look, interface design, color scheme and, user interaction design of the prospective product according to the idea. Created manual and digital elements of design, such as logo and corporate identity, drawing, drafts, photographs, video, sound, watercolor illustrations, character design, 3-D models, etc.

Edited the elements listed above either digitally or manually according to the concept, using the corresponding software. Produced the final product and combined all relevant elements using programming and/or publishing tools. Conducted and supervised the post-production process and consulted clients during the promotion of the product. Developed 9 small scale web-based games for RUMPUS.com.

Programmer & Web Developer

Designed and programmed web based small games, interactive CD-ROMs, websites, and multimedia

presentations, real time multimedia performances with C, Java, Java Script, HTML, Flash ActionScript, Lingo/3-D Lingo, Processing, Max Script, Virtools, Cult 3-D, Max/MSP/Jitter and various programming software.

Layout Designer (publishing and illustrations)

Created original designs for books, CD covers, posters, product design, packaging, catalogs, brochures, business cards, logos and technical illustrations; supervised the selection of materials, technical drawing, story boards and backgrounds for animation.

Created manual and digital elements of design, such as logo and corporate identity, drawings, drafts, charts, photographs, watercolors and character design, collaborated with editors, clients and technical advisors, changed nuances according to their needs. Assembled all the relevant elements into the final product, supervised the production process, and collaborated with publishing companies.