Derek Rhode

Front-End Developer

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OBJECTIVE: My goal is to eventually be a rock star programmer that has mastered the art of programming. I want to eventually merge into advanced programming algorithms like machine learning.

PRINCIPLES: To bring the client excitement and anticipation about the progress of their project and the future of their endeavor.

DEVELOPMENT SKILLS:

- JavaScript
- jQuery
- HTML5
- CSS3
- ActionScript 2
- Actionscript 3
- Celtra Ad Platform
- Dreamweaver
- Apple IAd
- DoubleClick Studio and QA Certified!
- PointRoll
- Github

DESIGN SKILLS:

- Photoshop
- Illustrator
- UX/UI Design
- Flash Animation and Compositing

3D, MOTION GRAPHICS SKILLS:

- Autodesk Maya
- After Effects
- Knowledge of Trapcode & Red Giant Plugins

CURRENT RESEARCH / INTERESTS:

- Alernativa3D
- Three.js

- Programming Patterns
- Improving existing skillset.
- Ecology
- Microscopy
- Artificial Neural Network Programming
- Procedural Programming

LONG TERM RELATIONSHIPS - CURRENT / PAST:

Developer | 2014 - 2014 - FREELANCE

Unfold Agency | San Francisco, CA

- Worked on flash banner campaigns.
- Built many websites for ubisoft.

http://www.unfoldagency.com/

Developer | 2013 - 2014 - FREELANCE

BlackBox Creative | Los Angeles, CA

- Worked almost entirely on flash banner campaigns.
- Work was nearly fulltime for an entire year.

http://www.blkbxcg.com/

Developer | 2012 – 2013

Red Interactive | Santa Monica, CA

- Developed functionality that designers could not complete and helped them solve
 issues.
- Developed a lot of dynamic ads where real-time data is used to display dynamic content.
- Assisted in developing tools to make the company stand above competitors.

http://www.ff0000.com/

Flash Developer / Designer | 2012 - 2012 - FREELANCE

NBCUNIVERSAL | Universal City, CA

- Involved in managing specific campaigns and creating all of the assets associated with them.
- Involved in ideation for upcoming campaigns such as social media promotion and rich media takeovers.

http://www.nbcuni.com/

Flash Developer / Designer | 2010 - 2012

The Visionaire Group | Marina Del Rey, CA

- Involved in initial compositing phase for clients building cutting edge flash rich media banners
- Built HTML5 banner templates to expand company's arsenal.
- Built countless rich media banner ads in ActionScript.
- Top programmer in advertising division.

http://www.tvgla.com/

Vice President | 2010 - 2010

Interdiction Games | Oregon

- Involved in conceptualizing the overall mission of the company and timeline of development for a game called Galactic Conquest.
- Managed a team of Developers
- Things went sour between Investor and President so I moved back to LA.

http://www.galacticonquest.net/

Production Designer / Flash Developer | 2009 - 2009 - FREELANCE

Social Control | Los Angeles, CA

- Involved in the creation of commercials and banner advertisements.
- Involved in client meetings and pitches.
- Worked directly with Art Director at Hyundai.

http://socialcontrol.com/

Production Artist | 2006 - 2008

Heavenspot | Hollywood, CA

- Involved in Website Dev, Banner Development, Design, 3D, Motion Graphics.
- Involved in client meetings and pitches.
- Worked directly with CEO.

WORKING CLIENTS

- Walt Disney
- DreamWorks
- Universal
- Paramount
- Google
- Adobe
- Sony Pictures
- Nick Jr
- Hyundai
- Pepsi
- Focus Features

- Universal Sports
- Gatorade
- 20th Century Fox
- LionsGate
- Ecko Unltd.
- Mattel
- Barbie
- ABC Family
- Showtime
- A&E
- FX
- Columbia Pictures
- Newline Cenima
- Sprint
- NBCUNIVERSAL

EDUCATION

OTIS College | 2011

I took a Fundamentals of Design course at OTIS to improve my knowledge of design.

Self-Taught | 2003 - Present

I enjoy continually learning to improve my knowledge and career. I have used a variety of free lessons as well as paid courses to learn from.

Mitchell High School | 2005

Received a Diploma and took multiple web development courses and recreated the schools website.