

Jimmy Lomax

Front End Developer

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Skills

HTML 5

CSS / SCSS

Tailwind CSS

JavaScript / jQuery

Vue.js - 2, 3

Liquid.js

MJML

GIT

Braze

Magento

Salesforce CC

Litmus

Responsive Site Design

Email Development

Component-driven Development

Accessibility

eCommerce

Marketing

Mentor

Experience

Interactive Developer (Front End)

Hawkeye Agency

3/2018 - Present

- Developed and maintained responsive websites using HTML, CSS, and JavaScript, ensuring high-quality user experiences.
- Implemented VUE.js framework to build dynamic and interactive web applications, enhancing user engagement and interactivity.
- Utilized SCSS and JavaScript to create custom styles and interactive components, improving the overall look and feel of web projects.
- Developed static emails, ensuring compatibility across various email clients and devices for effective email marketing campaigns.
- Created dynamic email templates and scripted components in the Braze Customer engagement platform, enabling personalized and targeted communication with users.
- Contributed to Wordpress development projects, including theme customization, plugin integration, and content management system enhancements.

Front End Web Developer

Michaels Stores

2/2014 - 2/2018

- Created regular updates to eCommerce content across multi-national brand sites in the Salesforce Commerce Cloud platform, ensuring accurate and up-to-date product information and promotions.
- Refactored styles, templates, and processes to improve turnaround time for content updates, resulting in increased efficiency and faster time-to-market.
- Mentored junior developers through onboarding processes, providing guidance and support to ensure a smooth transition into their roles.
- Assisted in project planning, including task breakdown, resource allocation, and timelines, ensuring successful project delivery.
- Implemented best practices for eCommerce development, ensuring adherence to coding standards, performance optimization, and cross-browser compatibility.

Web Developer / Graphic Designer

Michaels Stores

5/2013 - 2/2014

Independent Contractor - Design/Development

Robert Half

1/2013 - 2/2014

Affiliate Instructor of 3D Modeling and Animation

Southwestern College

8/2011 - 8/2013

- Conducted engaging and interactive video-conferencing sessions to teach 3D modeling and modeling courses to students, delivering comprehensive instruction on the fundamentals of 3D modeling, texture and UV mapping, and animation.
- Prepared well-structured lessons and learning materials, ensuring effective coverage of key concepts and providing hands-on exercises to reinforce student understanding and skill development.
- Created a positive and inclusive learning environment, fostering student engagement and participation through clear explanations, demonstrations, and interactive discussions.
- Provided personalized guidance and feedback to students, identifying areas of improvement and offering practical tips and techniques to enhance their 3D modeling abilities.

ActionScript Developer

Infinite Creative Group

1/2013 - 5/2013

- Crafted engaging and interactive training presentations and animations using Adobe Flash and ActionScript 1 and 2, delivering high-quality multimedia experiences for clients.
- Developed interactive content for iOS and Android tablet apps, ensuring seamless functionality and optimal user experiences across different platforms.
- Collaborated with clients such as PepsiCo, Frito-Lay, and Pizza Hut to understand their training needs and translate them into effective interactive learning solutions.
- Utilized ActionScript to create interactive elements, animations, and user interactions, enhancing the effectiveness of training materials and promoting active learner engagement.
- Conducted thorough testing and quality assurance to ensure the accuracy and functionality of the interactive training materials on various devices and platforms.

Graphic Designer, Animator, ActionScript Developer

Pursuant

7/2007 - 1/2011

- Designed captivating video microsites that engaged users and delivered immersive experiences
- Created visually stunning digital and print collateral, combining creativity and aesthetics to leave a lasting impression
- Developed interactive Adobe Flash animations, bringing content to life with dynamic and personalized experiences
- Implemented targeted dynamic content using ActionScript, enhancing user engagement and creating customized interactions

Motion Capture Coordinator

Motion Graphics Artist/Animator

CAT Animation Studio

2005 - 2007

- Managed and operated a state-of-the-art motion capture studio, ensuring seamless operation and exceptional outcomes.
- Directed talent and executed manual edits to enhance the quality of motion data.
- Applied finishing touches with finesse, delivering polished and professional final products.
- Created captivating film special effects and meticulously detailed 3D models, textures, and animations.

3D Artist (Internship)

Gearbox Entertainment

6/2004 - 7/2004

- Developed collision geometry for historically-accurate WWII-era France in 3D game levels.
- Successfully contributed to the creation of immersive environments for acclaimed titles, including "Brothers In Arms: D-Day" and "Brothers in Arms: Road to Hill 30".

Education

Professional Certificate, Interactive Technology

Southern Methodist University - *2004*

Associate of Arts, 3D Modeling & Animation

The Art Institute of Dallas - *1999*