



Career: Front End Developer

Portfolio: www.JoshuaUzzell.com
www.github.com/jvuzzell

Education: Self Taught

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Objective

Build interactive experiences that improve how businesses communicate value to users online.

Hard Skills

HTML5, CSS3, SASS	PHP Scripting	SEO Optimization
Javascript, JQuery, AJAX	Coldfusion Scripting	Bootstrap, Zurb Foundation
Mobile Friendly Development	SQL/MySQL Manipulation	Adobe Photoshop, Illustrator
PSD to HTML	Version Control with Github	UX/UI Design
Design in browser	Object Oriented Programming	Microsoft Excel

Web Developer

February 2016 - May 2017

Mission Media (Creative Agency) - Baltimore, Maryland

Hand coded online experiences for online games, HTML emails, product pages, and content managements systems while providing support for existing websites.

- Hand coded HTML templates for Coldfusion, Wordpress, and Drupal sites from PSD to HTML
- Executed custom animations and hover effects using JQuery, CSS3 keyframes and transitions, as well as SASS
- Created custom user interfaces, sliders, calendars, and navigation bars with CSS and Javascript
- Leveraged HTML5 APIs Canvas, SVG, iFrame, Audio, and Video to build web applications
- Collaborated with UX/ UI designers and provided technical reviews for online experiences
- Utilized Linux command line to set up local development environments, run custom PHP scripts that I wrote, manage file systems, and SSH into servers and GitHub repositories
- Wrote custom queries to create, retrieve, update, delete, and analyze data from SQL and MySQL databases
- Architected JSON data models for use in content management systems and web applications
- Built mobile friendly Android and MS Outlook compatible HTML Emails using inline CSS and tables
- Monitored the performance of emails using integrated A/B Testing and open rate analytics
- Handled form requests with server side and client side validation and processed them with SOAP based APIs, Coldfusion, and PHP scripts

Career Highlights

Online Games for Dreamworks - <http://create.dreamworks.com/make>

Led the development of four Javascript based character building apps for Trolls, How to Train Your Dragon, and Dinotrux. Each app leveraged HTML5 Canvas and Javascript exclusively to create printable PDFs for 3D models, coloring book pages, scrapbooks, and paper airplanes reflecting the users in game creation. I used modular design patterns, API integrations, and JSON data models to create a custom MVC framework that was loosely translated into each of the apps.

Digital Promotion Package for STX Becoming 68 - <https://www.stx.com/becoming-68>

Produced a series of HTML emails and digital banners that funneled users to a landing page that I built for the periodic release of videos and photography from the would be Netflix Original, STX Becoming 68. The HTML emails, banners, and landing page featured reusable components to perform rapid updates and releases.

PHP Based Email Marketing System - <http://www.joshuauzzell.com/myhtml-email-app>

Developed a Object Oriented PHP based app for customizing the layout and content of mobile responsive HTML emails. This personal project supports sending emails, saving drafts, inlining css, and outputting raw HTML. The emails uses percentage based widths on tables and divs to produce responsive layouts.