

Donovan Hubbard – Multi-Media Designer/Developer
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Advanced Experience:

JavaScript, ActionScript, HTML, XML, JSON, CSS, PHP, Adobe Photoshop, Image optimization for both print and web, Digital and manual photography, Illustration and fine art, web animation, ADA/ARIA and Section 508 standards

Intermediate Experience:

Adobe Illustrator, Adobe Premiere, Adobe Flex, OOP, MVC, MySQL, phpMyAdmin, Linux systems, BASH, Blender 3D, Paper Vision, Audacity, GIMP, Open Shot, Video and audio editing, Font Forge, FTP, Windows Office and LibreOffice applications, VirtualBox, .NET, Eclipse, Classic ASP, HTTP Request/Response, Apache Web Server, LESS and SASS, SVG/VML graphics, Charting systems

Novice Experience:

Net Beans, C++, JAVA, IIS 6-7, WMS08, BATCH, Coremetrics and web analytics, SketchUp, VMWar, Flash Develop, Articulate, SSIS,

Education:

- BFA in Graphic Design with a minor in Business Administration at West Liberty State College - 2007

Work History:

Wells Fargo Advisors

September 2015 – Present

Web Developer Lv 5

- Construction of pixel perfect and responsive web pages and widgets using DOM and jQuery/Bootstrap.
- Managing implementation of financial charting systems using the Highcharts API.
- Adding new functionality to existing JavaScript and JSP logic while maintaining coding patterns that are consistent with the existing paradigms.
- Worked closed with ADA SME to implement modern ARIA and accessibility standards.
- Scripting and maintaining LESS/SASS based CSS generation files.
- Planning and implementation of request and response objects in a standard HTTP event flow as well as AJAX based.
- Working in a JAVA enterprise environment on several projects using Apache and Tomcat web services.
- Development of simple BASH scripts to automate project builds, LESS/SASS compiling, and other common tasks.

Insight Global (contracted to Bank of America)

July 2014 – July 2015

Technical Delivery Lead

- Managed a small team of developers (2 Flash Dev, 3 .NET Dev, 1 SSIS Dev, 1 SQL Dev) on an application improvement initiative. Team had both on and off shore members.
- Updated data tables, SSIS packages, stored procedures, data views, classic ASP services, and Flash/.NET UI in an effort to migrate the current system to a new upstream data provider.
- Coordinated with business analysts to develop high and low level design documents based on the Business Requirements Document.
- Coordinated with the project manager to form employee schedules and deliverable time-lines. Was also responsible for managing the interviewing process for human resources.
- Assisted in Flash, .NET, Classic ASP and SQL development and held weekly code reviews with the team to set best practices and improve team skill.

- Debugging and tracing of web service calls, (HTTP) packet reading, UI displays, and SQL data issues.

Signature Consultants (contracted to Bank of America)

October 2012 – January 2014

It Busniess Analyst

- Analyzing wire-frames of website proposals and drafting specifications for Coremetrics implementation. Working with the marketing teams to establish what user interactions and data needs gathered then communicating to the development teams the methods required to gather the data.
- Responsible for quality testing of Coremetrics data reporting. This included making sure all pages and interactions had naming conventions consistent with the standards established at Bank of America.

Cyber Monkey Development

February 2011 – Present

Owner/Lead Developer

- Development and research of effective marketing tactics and emerging trends in the web services industry, such as; SEO, Unity 3D, and HTML5.
- Meeting with clients and compiling data on their project. Planning out the project time-line, cost estimate, and data architecture.
- Creation of custom e-commerce content management systems and web modules, using; PHP, MySQL, Paypal, Inuit, and QuickBooks
- Creating several JavaScript and PHP classes for rapid deployment of future web sites and applications.
- Managing data entry, junior developers, designers, and animation contractors. The majority of communication (+90%) was remote and not on site.

Advantage Technical Resources (contracted to Wells Fargo)

December 2011 – August 2012

Sr. Developer/Designer

- Providing an advisory roll for an array of technical and design questions. Interfacing with technical teams to establish access to resources on the Wells Fargo network. Interfacing with project managers to turn concepts into working products.
- Development of 3D maps, avatars, and UI graphics for use in an interactive simulation.
- Setting up development and production servers using; Windows Server 2008, Apache 2 or IIS 6, and SMTP.
- Constructing rendering farms for production of large scale 3D graphics and animation.
- Development of a learning simulation using PHP, ActionScript 3, JavaScript, HTML, CSS, and occasionally editing and recompiling open source software using JAVA.
- Simulation also included Articulate based Q&A modules.

Windwalker Corp.

February 2009 – February 2011

Programmer, Team Lead

- Developed simulation and game engines using Actionscript 3 and MXML (Flash/Flex) for front and PHP to store and relay information on servers and desktop.
- I constructed XML based content structures that allowed Instructional Designers to control content and other various features of games.
- Primary languages used were; AJAX, Batch, PHP, and JAVA.
- Meeting with government agencies for pitch meetings. Drafting technical documents for contracts and diagrams for other developers.
- I also wrote AS3 class packages to streamline media preloading and presentation. Planned module structures and data flows for web based and local applications. I still do some consultant work for Windwalker when needed.

Vigilant Services**February 2008 – January 2009****Designer / Developer**

- At Vigilant my primary duties are to animate informational screens, link them to audio, and add basic functionality.
- I would also create graphic images and icons using Photoshop and Illustrator.
- Occasionally I would assist the development staff with web scripting using Actionscript, PHP, XML, HTML, and CSS.

Stelor Productions LLC**April 2007 – February 2008****Web Game Developer**

- I was in charge of making entertaining and educational games for children ages 4-12. I would research current teaching standards and concept a game that is fun and works towards meeting primary educational standard.
- I also assisted the technologies department with creating Actionscript3 and DHTML scripts.
- I assisted in creating the on-line world at www.gootropolis.com, and have made most of the games found on the site.

Wheeling Symphony**May 2006 - January 2008****Web Developer and Consultant**

- Contracted to program the Symphony City educational game. I constructed a series of educational games using ActionScript 2. I was the sole developer on this project.
- In these games the user navigates around "Symphony City" going to different area's and in each area there is a game focused on different aspects of music.
- Archive link: <http://donovanh.com/web/SymphonyProject/>

The Center for Educational Technologies**From: May 2006 – May 2007****Web Designer / Developer**

- Contracted to design and program two web pages, as well as debug the e-Mission on-line games. The first site was for the Challenger Learning Center and it involved use of DHTML, and handling of a massive site with several images.
- The second site was for e-Missions on-line simulations. This was a Flash based site designed to help market the e-Missions simulations.

Recognitions

- WV Flash Animation Festival – Directors Choice for Interactive Game – 2006
- WV Flash Animation Festival – Runner up for Educational Game – 2007
- NCGOP Certificate of Excellence for Web Development - 2014

Interests:

- 3D web development and user interfaces utilizing the Papervision, WebGL, JSC3D, and three.js.
- Browser based game development using modern ECMA 6 standards.
- Exploring the performance benefits of WASM.
- Illustration, photography and image manipulation.
- Videography for web and television broadcast.