



Tom Green

UI DEVELOPER

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Details

Driving license
Full

Place of birth
San Antonio

Profile

React JS UI Developer with five years of experience building high performing presentation layers, building reusable components, and performance optimization. Received Open-Source award from GitHub for my contributions to the React JS community.

Employment History

UI Developer, Toyota, Austin

January 2021 — Present

Responsible for creating prototypes from UI designs for cloud and cross-platform devices and to implement various emerging JavaScript technologies such as Node.js and Backbone.js for future products and feature developments.

Developed applications and web pages that met user and business goals that increased user satisfaction by an average of 27%.

Spearheaded national marketing campaign that contributed to a 33% quarter on quarter growth in sales.

- Develop business applications using web technologies such as HTML5, Node.js, JavaScript, React Js, AngularJS, and CSS3 based on the W3C standards.
- Implemented the responsive Web designs using the SASS CSS preprocessor, CSS3 media queries, and Bootstrap.
- Responsible for creating prototypes from UI designs for cloud and cross-platform devices and to implement various emerging JavaScript technologies such as Node.js and Backbone.js for future products and feature developments.
- Designed Frontend object-oriented JavaScript Frameworks like Bootstrap, Node.js, and AngularJS.

UI Developer, Nissan, Tokyo

January 2015 — November 2019

Part of the development team for Bridgestone's Real-Time inventory application tasked with creating prototype concepts using Axure, Photoshop, and Illustrator concept designs.

- Enhanced the quality of inventory application used by dealerships based on user-escalated defects.
- Translated wireframes into interactive dynamic code.
- UI/UX overhaul and performance enhancement resulting in by 94% load time improvement.

- Projected technology stack: Angular, Node.js, SCSS, MS SQL, AWS.

Education

.S. in Computer Engineering,, University of California, Riverside

January 2021 — January 2021

- *Relevant coursework: C++ programming, data structures, algorithms, design, and computer systems architecture.*

Skills

User Interface Design



Information Architecture



OOP



User Experience Testing



Data Structures



Courses

UI Design Program,, Career Foundry, Online

January 2021 — January 2021

The Springboard UI / UX Career Track, Springboard Academy, Online

January 2019 — April 2020

Languages

English



French



Hobbies

Diving, Swimming, Rugby