



Tom Green

UI Developer

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DRIVING LICENSE Full

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PLACE OF BIRTH San Antonio

01 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.

02 EMPLOYMENT HISTORY

Jan 2021 — Present
Austin

UI Developer at Toyota

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.

Jan 2015 — Nov 2019
Tokyo

UI Developer at Nissan

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.

03 EDUCATION

Jan 2021 — Jan 2021

Riverside

University of California

B.S. in Computer Engineering,

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

04 SKILLS

User Interface Design

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Information Architecture

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OOP

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User Experience Testing

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Data Structures

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05 COURSES

Jan 2021 — Jan 2021

UI Design Program, at Career Foundry, Online

Jan 2019 — Apr 2020

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

06 LANGUAGES

English

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French

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07 HOBBIES

Diving, Swimming, Rugby