

# DAVID LYONS

Front End Web Dev, Interactive 3D Web Graphics | Los Angeles, CA

**Portfolio:** davidlyons.dev  
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## SOFTWARE & SKILLS

JavaScript, ES6+  
HTML  
CSS, SCSS  
Three.js  
Tailwind  
Bootstrap, Shadcn UI  
TypeScript  
Visual Studio Code  
Command Line  
Browser Dev Tools

npm  
Git, GitHub  
React  
Next.js, Astro, Gatsby  
Storybook, Chromatic  
Vite, Webpack  
Maya  
ZBrush  
Photoshop  
Illustrator, SVG

Premiere  
Photo & Video Editing  
Responsive Web Design  
Graphic Design  
3D Modeling  
Digital Sculpting  
Retopology  
UV Layout  
3D Printing  
NodeBots

**Currently learning:**  
React Three Fiber  
GLSL / TSL Shaders  
Marmoset Toolbag  
Blender

## WORK EXPERIENCE

### Senior Design Engineer

**BP**, Los Angeles, CA, May 2020 - Present

- Translated atomic UX / UI designs into a reusable component pattern library for the web with React, Bootstrap, CSS and TypeScript. Documented and provided examples in Storybook and styled Recharts library for data visualization. Reviewed pull requests to ensure visual accuracy, code quality and consistency.
- Developed responsive websites with Next.js, Contentful and GraphQL.

### Front End / 3D Web Developer

**Object Edge** (Contract), Los Angeles, CA, February 2019 - January 2020

- Interactive 3D web development on Motorola Solutions APX Next radio device landing page.
- Applied UVs, textures and materials to radio 3D model.
- Cleaned and compressed radio 3D model to minimize file size and load time on the web while maintaining fidelity.
- Implemented lights, camera rig, preloader and animation with vanilla Javascript, Three.js and Tween.js.
- Translated Sketch and Zeplin designs into interactive, responsive user interfaces with HTML, SCSS and JavaScript.
- Finalist in Fast Company's 2020 Innovation by Design Awards in the User Experience category.

### Software Engineer

**WITHIN**, Los Angeles, CA, November 2015 - August 2018

- Front end engineer on 360 video WebVR virtual reality platform and interactive WebVR music experience.
- Designed and implemented 2D and 3D user interfaces with HTML, SCSS, vanilla Javascript, Three.js and Tween.js.
- Added support for VR headsets and controllers with Three.js, WebVR API and Gamepad API.
- Implemented UI sound effects with Web Audio API.
- Tested with all major VR headsets and controllers in all supported WebVR browsers: Oculus Rift, Vive, Windows MR, Oculus Go, GearVR, Daydream / Chrome, Firefox, Edge, Oculus Browser.

### Front End Web Developer

**Slingshot**, Dallas, TX, March 2013 - November 2015

- Front end developer on Borden Dairy's 2014 responsive website.
- Worked with teams of project managers, UX, creatives, back-end developers and quality control.
- Presented an Intro to WebGL with Three.js at a front end web developer conference in 2014.
- Worked on clients including Texas Motor Speedway, Sabre Airline Solutions, Dallas Symphony Orchestra, Legacy Texas Bank, Associa and American Home Shield.

### Front End Web Developer

**The Richards Group / Click Here Labs**, Dallas, TX, March 2012 - March 2013

- Lead front end developer on Chuck E. Cheese's 2012 responsive website.
- Worked with teams of project managers, UX, creatives, back-end developers and quality control.
- Worked on clients including Central Market, Corner Bakery, Advance Auto Parts, T.G.I. Friday's, TXU Energy, The Home Depot and Go RVing.

## EDUCATION

**Texas A&M University**, College Station, TX, Fall 2007 - Fall 2010  
Bachelor of Science in Visualization, December 2010

### The University of Texas at Dallas

Spring 2010 semester away in the Arts and Technology department