

## Dallas Reedy

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<http://dallasreedy.com>

## Motto

"Don't ask yourself what the world needs. Ask yourself what makes you come alive, and go do that, because what the world needs is people who have come alive."

— Howard Thurman

## Aspirations

I enjoy using my God-given problem-solving abilities to bless others by creating intuitive, interactive experiences for digital consumption.

## Overview

Curious and energetic UX/UI designer and full-stack developer. Particularly interested in interaction design and automation with an affinity for JavaScript tools and frameworks. Also proficient in HTML and CSS, and interested in web standards and the future of web languages, practices, and standards.

## Tools of the Trade

**FULL-STACK DEVELOPMENT:** Node.js, Angular, Ruby & Ruby on Rails, jQuery, HTML, CSS, responsive & adaptive design patterns, Unix command line, databases (SQL & non-SQL), servers (Nginx, Unicorn, Puma, etc.), git, docker & kubernetes.

**UX/UI DESIGN:** Sketch, InVision tools, Figma, the Adobe Creative Cloud suite of tools (primarily InDesign & Photoshop).

## Education

**B.S., Graphic Design** (cum laude)  
Walla Walla University  
2002–2006

# Résumé/Curriculum Vitae

## Experience

**Senior UI/UX/Graphic Designer & Full-stack Developer**  
[K3 Integrations](#), LLC & [Swivel](#), Inc. | Walla Walla, WA  
April 2012–Present (6 years, 4 months)

Senior UX/UI/graphic designer as well as a senior member of the full-stack development team. Building quality, custom solutions for our clients using Node.js, Angular, and Ruby on Rails. Responsible for user experience design for our in-house product, Swivel, expected to be in public beta by fall of 2018.

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**Co-Owner, Chief Tech Guy, & Game Master**  
[16 Keys](#) | College Place, WA  
November 2016–present (1 year, 9 months)

Learning the ins and outs of owning & operating a small business. Responsible for curating our online presence, marketing, advertising, finances, and many of the technical aspects of running an escape room experience. Greeting guests at the door and running them through the experience while providing tips & hints tailored to their group/team dynamics.

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**Full-stack Developer**  
[BKWLD](#) | Seattle, WA  
May 2011–April 2012 (1 year)

Full-stack developer (Ruby on Rails, PHP, HTML, CSS, JavaScript/jQuery) on several high-profile, quick-deadline projects including Budweiser's 2011 [Band of Buds](#) campaign, [Spyder.com](#) website, [explore.PhitenUSA.com](#) sub-site, and the (older) [BKWLD website](#).

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**Full-stack Developer & UI Designer**  
[QualitySmith](#), Inc. | Walla Walla, WA  
2010–June 2011 (1 year)

Website development using Ruby on Rails. Redesigned the confirmation emails sent out to new customers. Also part of the team that migrated the marketing sites from the Ruby on Rails environment (which wasn't scaling fast enough for their needs) to the pre-built and very flexible ModX (PHP) system.

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**Full-stack Developer & UI Designer**  
[AmericanWinery.com](#) | Walla Walla, WA  
March 2008–June 2010 (2 years, 4 months)

Collaborating on design, creation, and implementation of a REST API to provide singular data source for multiple applications; intermediate Rails model & controller development—greatly advancing knowledge and comfort level in both Ruby and Ruby on Rails development; advanced Rails view & helper development plus sole JavaScript (jQuery) developer.

## Portfolio

An updated online presence is in the works. You can view some of the projects I have worked on via my current portfolio site at [portfolio.dallasreedy.com](http://portfolio.dallasreedy.com).

## References

References will be made available upon request.