



PROFILE

My skills are rooted in traditional design principals, but driven by my strong affinity to interactive media.

I have worked as a designer, developer and consultant in the corporate world and for small businesses for over 15 years.

My skill set includes: Front end development, graphic design, information architecture, project management, and business strategy.

CONTACT ME



(443) 624-4284



james@jamesspringer.com



3125 Camberly Drive
Pittsburgh, PA 15044

LANGUAGES

HTML



CSS w/ (LESS/SASS)



JavaScript/TypeScript



PHP



JAMES SPRINGER

CONSULTANT | DEVELOPER | DESIGNER

WORK EXPERIENCE

Senior Experience Technologist

2022 - Current, U.S. Bank

- Provide consultative and implementation support to several development teams in business banking (Lending and Acquisition) that are leveraging Shield, a reusable React-based component framework that is used across the institution.
- This work is multi-faceted; There are some situations that necessitate branching new component functionality into a commons repository that is specifically used by business banking. In these cases, championing clean re-usable architecture and accessibility standards that are in-line with core Shield philosophies is paramount, as this work could make its way back into the core Shield repository to be used outside of the business banking segment.
- Regularly work with UX and development teams to ascertain the best components to implement for future features/functionality.

Senior Software Engineer

2021 - 2022, Big Lots

- Helped to select and implement a new client side stack that uses React, Tailwind, styled-components, Animate and also the first front end build pipeline for Big Lots that uses Node, Yarn, and Gulp.
- Leveraged the UX team's style library, into a component library that folded our new tech and the design team's work into living documentation that can be referenced and iteratively improved by the FED and UX teams.
- Led an initiative to work directly with business and DevOps to analyze site performance using Lighthouse. Based on the results, we were able to increase page load speed, cull dead resources (AEM - Launch & codebase). This also made 3rd party insight tools more effective (specifically FullStory and Optimizely).

Senior Software Engineer

2019 - 2020, OpenArc

- Developed web and VR applications utilizing a wide array of technologies that included Angular, Vue, Wordpress & Unity for both internal and external clients.
- Seeded an internal UX Engineering Group that consisted of our internal designers and UI developers to allow the team to adopt cross-discipline best practices, and find the best approach to integrate new technologies into our workflow.



FRAMEWORKS



CMS



Technical Consultant

2016 - 2019, CGI (formerly Summa Technologies)

- Worked with multiple internal company groups in a lead UI developer role.
- Developed a fully responsive client side technology stack that complimented Salesforce Lightning, while also staying compliant with LockerService. This allowed us to choose to either adopt Lightning Design language or omit it completely, and instead build a custom solution on the salesforce platform. This work was also nominated for Salesforce Lightning Bolt Award at Dreamforce 2016.
- Served as a main conduit between front end developers and internal/ external design teams. I was usually brought into design conversations to help keep the teams stay aligned on what was feasible given the project timeline and the budget.
- I interviewed, conducted technical screenings, and proctored code tests for over 50 candidates during my tenure at Summa/CGI.

Lead Front End Developer

2015 - 2016, Giant Eagle

- Efficiently collaborated with multiple business segments including advertising, marketing and creative to design, develop and implement progressive, industry-leading user experiences that concisely communicated sales initiatives and fostered brand equity in a timely fashion.
- Identified and addressed gaps in workflow processes. Some examples include designing and developing an internal digital style guide to be used by both designers and developers to more efficiently approach asset creation and implementation, re-engineering the email template catalog to be more modular, and laying the foundation for dynamic content to be used in personalized email campaigns.

Software Engineer

2014 - 2015, FTI Consulting

- Agile Development Environment. Actively contributed to successful sprint burn-down velocities during each sprint with my scrum team by fully participating during grooming, tasking, standup and EOS demos.
- Efficiently produced clean work across the application stack utilizing C#, SQL and LINQ on the server side, and HTML, CSS and JavaScript on the client side.
- Ensured proper code coverage by writing relevant and concise unit tests and integration tests.
- Led the initiative to assemble a swat team to address and reform employee on-boarding and new hire orientation processes. The resulting processes and tools that were produced drastically reduced ramp up time for new employees.

CLOUD

Amazon Web Services



Salesforce



Azure



SOFTWARE

Photoshop



Illustrator



Adobe XD



Figma



Visual Studio



Microsoft DevOps



VERSION CONTROL

Git



Software Support Engineer

2012 - 2014, GrapeCity (formerly ComponentOne)

- Created concise POC web applications for developers tasked with migrating their applications from desktop platforms such as WinForms and WPF to ASP.NET web forms or MVC 4/5. Focus on adaptive interface design to ensure support for desktop and mobile platforms.
- Specialized in providing escalated support/proper implementation of ComponentOne's entire web stack and various Microsoft development platforms including ASP.NET, WinForms, ActiveX, WPF, Silverlight, and LightSwitch.
- Authored succinct code samples using HTML 5, CSS 3, jQuery, BreezeJS, KnockoutJS, & AngularJS. These samples and their corresponding white papers were distributed through the company's developer community blog network to ensure developer success in implementing ComponentOne's technology.
- Focused on team building and mentoring new employees to help propagate a strong company culture.

Principal Consultant

2008 - Current, Independent (jamesspringer.com)

- A man of many hats: Sales, accounting, solution architect, business consultant, project manager, designer, developer, and QA.
- Engage each contract as an opportunity to genuinely and thoroughly learn the client's business vertical and processes as intimately as possible. This allows for the most appropriate solutioning given the project's timeline and budget constraints.
- Utilize every tool in my arsenal to arrive at the best solution possible. This includes conducting workshops, solution architecture, contextual interviews, information architecture, low/high fidelity mockups, implementation, and QA testing.
- Produce training material, documentation for clients prior to hand-off, and conduct training sessions as needed.

EDUCATION

B.S. Web Design & Development

2009 - 2012, Full Sail University

Focus on usability, project management, object-oriented programming, source control, and responsive design.

A.S. Graphic Design

2007 - 2009, Art Institute of Pittsburgh

Specialized in functional visual design. Focus on color theory, composition, and typography.

REFERENCES

Lou Simon,

Advisor at Behavior

lousimon009@gmail.com

+1 (724) 448-5348

Daniel Rodriguez,
Sr Technical Consultant at CGI

rodriguez232@yahoo.com

+1 (412) 498-1892