

MITCHELL R. EVAN

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Summary

Team leader with 16 years of experience in user-centered design, web UI development, and digital content. Interdisciplinary bridge builder seeks a challenging role in a values-driven collaborative workplace.

Professional Experience

UI Development Lead — JPMorgan Chase, 2007 to present

- ◆ Managed concurrent development of web applications across five locations, using agile methodology.
- ◆ Fostered collaboration among designers and UI developers.
- ◆ Implemented a performant, secure, accessible, and standards-compliant UI framework for online banking applications.
- ◆ Analyzed requirements to create high-fidelity prototypes and UI proofs of concept.
- ◆ Established mobile browser UI standards.
- ◆ Principle web technologies: JavaScript, jQuery, Cascading Style Sheets, CSS sprites, HTML.
- ◆ Design tools: iRise, Gliffy, Photoshop.
- ◆ Management tools: Mingle, Excel, wiki.

Technical Director and Web UI Designer/Developer — Evan Media, 2002 to 2007

- ◆ Hired and managed visual designers and web developers, to create custom web sites and web applications for businesses and nonprofits.
- ◆ Created business processes to manage sales funnel, client relationships, project deliverables, requirements discovery, project documentation, and budgets.
- ◆ Managed web projects and performed hands-on design and coding for diverse clients including Blue Shield, Governor Gray Davis, and Give Something Back Business Products.
- ◆ Created a UI pattern repository, to guide UI design and development for a U.S. government client.
- ◆ Served as freelance designer in the Strategic Design group at Bank of America.
- ◆ Design tools: Visio, Photoshop, low-fidelity paper prototypes.
- ◆ Web development tools: Hand-coded custom Dreamweaver templates; Adobe Flash.

Production Manager — Inktomi Corporation, 2000 to 2002

- ◆ Managed the professional services UI team, creating private label media portals.
- ◆ Developed user interfaces for three enterprise web applications.
- ◆ Trained technical and sales staff on use and extensibility of the *Media Publisher* video portal product.
- ◆ Established production processes for Usability Team and software engineers.

Webmaster — DoughNET.com, 1998 to 2000

- ♦ Built an Internet e-commerce company through early concept, launch, and scaled web operations.
- ♦ Managed and hired graphic design, HTML production, and web operations teams.
- ♦ Created functional designs for online account acquisition and e-commerce portal.
- ♦ Implemented source control and release management best practices.

Technical Art Production Supervisor — Smoking Car Productions, 1995 to 1997

- ♦ Supervised content production for \$5 million CD-ROM game *The Last Express*.
- ♦ Hired and managed a team of five media editors.
- ♦ Managed deliverables and dependencies among artists, game developers, and QA testers.
- ♦ Set standards for character animation and 3D environment integration.
- ♦ Implemented version control and build processes for 17,000 rendered art assets.
- ♦ Managed localization into French, German, and Japanese.

Digital Video Lead — Haukom Associates, 1994 to 1995

- ♦ Digitized, edited, and composited full-motion video content integrated into 3D environments.
- ♦ Designed and developed educational CD-ROM titles for clients including Wadsworth, CBS News, and Encyclopedia Britannica Educational Corporation.

Library Circulation Staff — Yale University Library, 1988 to 1993

- ♦ Stayed mostly calm, assisting stressed students at Cross Campus Library, Yale's high-use reserve library.
- ♦ Operated Geac circulation and "Orbis" NOTIS OPAC systems, ran tape backups, and shelved books.

Skills

Web tools and technologies: HTML, CSS, JavaScript, jQuery, JSON, XML, JsUnit, Selenium, Java, JSP, JHTML, Microsoft .NET, PHP, Perl, Apache Velocity, HTTP, SQL, WordPress, Dreamweaver.

Design and graphics: Visio, iRise, Photoshop, Adobe Flash, Premiere, After Effects.

Languages spoken: German (fluent), Spanish (conversational).

Education

Yale University — Bachelor of Arts, Psychology, 1993. Relevant coursework included Cognitive Psychology, Speech Synthesis and Recognition, and Artificial Intelligence.