



JESSE STEWART

Senior UI/UX designer & front-end developer with
22-years experience creating functional interfaces.



DESIGN

User flows, Wireframing, Interface Design, Prototyping, Logo Design, Identity, Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Sketch, InVision, Rapid Prototyping..

DEVELOPMENT

Front-End Web Development, Angular, React, GraphQL, HTML5, CSS3, SCSS, GIT, AWS, OpsGenie, SonarCloud, Storybook, Angular Material, Javascript, jQuery, Bootstrap, Magento, Wordpress, Roots.io.

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Experience

WESTERN GOVERNORS UNIVERSITY STAFF SOFTWARE ENGINEER

June 2019-Present
Salt Lake City, Utah
www.wgu.edu

Develop enterprise scale common component library. Mentors other engineers on quality best practices and processes. Responsible for overall quality on the team by making sure that code meets requirements, is reviewed and adequately tested. Guides the teams with the delivery of functional and non-functional requirements. Helps communicate and mentor more junior engineers on how to plan and execute on requirements delivery. Acts as a resource for other team members in reviewing and approving designs for one or more teams. Maintains and improves as necessary the CI/CD pipelines for deploying features/fixes to target areas including production. Performs formal mentoring of other engineers.

Key Technologies: Angular, Angular Material, Figma, HTML 5, SCSS, Storybook

PADDLE CREEK GAMES SENIOR DESIGNER / FRONT-END DEVELOPER

2016–2019
Seattle, WA (Remote)
www.fracturedveil.com

Designed and developed companion website for the massively online multiplayer game Fractured Veil. Systems built include e-Commerce, social networks, team management, and in-game integrations using React; Designed in-game UI wireframes.

Key Technologies: React, Redux, Express, Webpack, ES6, Emotion, HTML5, SCSS, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe After Effects

SELF EMPLOYED FREELANCE INTERACTIVE DESIGNER

2014–2016
Salt Lake City, Utah
www.jessestewart.com

Freelanced as a web and graphic designer for businesses such as DayOne Baby (San Francisco), Studio McGee (Salt Lake City), Klymit (Kaysville), Leaf Audio (Salt Lake City), Heart of Haute (San Dimas), Desert Tech (Salt Lake City) and many more. Specialized in e-commerce design, development, identity, and marketing.

Key Technologies: Magento, WordPress, Sage, Bedrock, Trellis, HTML5, SCSS, jQuery, Ruby on Rails, WordPress, Adobe Illustrator, Adobe Photoshop



Experience (continued)

SCHAWEL+COLES

SENIOR DESIGNER / FRONT-END DEVELOPER

2012–2014

Salt Lake City, Utah

www.schawelcoles.com

Designed, developed, and launched dozens of successful e-commerce websites using the Magento platform. Developed custom Magento Extensions for particular customer needs. Worked directly with founders to establish a clientele.

Key Technologies: Magento, HTML5, SCSS, jQuery, Adobe Illustrator, Adobe Photoshop

COGNATE CREATIVE LLC

SENIOR DESIGNER / FRONT-END DEVELOPER

2009–2012

Salt Lake City, Utah

Designed web interfaces, mobile apps, logos, and marketing material for clients. Designed and built custom e-commerce solutions from the ground up.

Key Technologies: Magento, WordPress, Django, HTML5, SCSS, jQuery, WordPress, Adobe Illustrator, Adobe Photoshop

THIRSTY PIXEL

DESIGNER / FRONT-END DEVELOPER

2007–2009

Salt Lake City, Utah

Information architecture and UX/UI design for client projects. Designed and helped build a content management system. Planned and designed admin interface for tracking millions of tires for the tire retreading industry.

Key Technologies: PHP, xHTML/CSS, CakePHP, jQuery, Javascript, WordPress, Adobe Illustrator, Adobe Photoshop

I4 SOLUTIONS

DESIGNER / FRONT-END DEVELOPER

2003–2007

www.i4.net

Woods Cross, Utah

Designed and developed web sites, logos, marketing materials, and identity for clients. Designed in-house visual website editor and content management system. Design and front-end development for custom e-commerce solution.

Key Technologies: PHP, ASP, ASP.net, xHTML/CSS, Javascript, Adobe Illustrator, Adobe Photoshop



References

CHRIS DIBONA

Senior Associate Fellow, Cyber
Research (Royal United Services
Institute)
Founder, CEO (Paddle Creek Games)
cdibona@paddlecreekgames.com

A world leader in the use, creation, and release of open source and free software. A fantastic developer relations person with significant experience on television, radio, online, and in front of large, varied audiences. Extensive press government, and antitrust regulator relations work.

MATTHEW COLES

Account Director (MODELIC)
m@schawelcoles.com

Oversees all projects at Modelic, an e-commerce agency building beautiful, effective sites on Magento, Volusion and BigCommerce platforms.

"No other developer more readily comes to mind than Jesse when I think of a person that is an example of courage as a leadership principle. Jesse is amazing to work with because he does exactly what it says in the description of courage: (He does) what is right, not what is popular. This is the kind of bold thinking and leadership that WGU needs."

Aaron Libby

Senior Scrum Master (WGU)

"... you're among the most skilled & capable UI devs I've worked with, and you're constantly learning [and] rounding out your abilities making you just that much more "dangerous"

I have a huge amount of appreciation for your positive attitude, and ability to persistently solve problems with friendliness & efficiency. At R&P, we call this being 'top-drawer', and you are without a doubt top-drawer talent."

Andrew Appleby

Team Lead (Robots & Pencils)

"Jesse is our go-to person for all web questions. He guides our strategy as a team and works with all other UI/Web engineers to make sure as an organization we are on the same page. He provides our vision for the future of our web app. He identifies problems, solutions, best practices and coordination with other teams. His solutions are often months ahead of anticipated problems. He is our team's representative for all things Web to outside stakeholders. His opinion on the reasonableness of team stories and epics is highly respected and considered the gold standard on the team. He is masterful at explaining to the team why particular solutions will be needed in the future and why certain stories are either easier or harder than we think it might be. He is also precise and respectful when explaining why something might not work as assumed and what we could do to fix the issue. He also mentors new Web engineers that join DigitalX as well as web engineers from other teams in best practices and how to use the component library."

Michael Moore

Senior Software Engineer (WGU)