

Neil Schnepf

Front-End Developer

 nschnepf@gmail.com

 312.953.0538

 25-hourday.com

 github.com/NorthSouth

 neilschnepf

Skillset



Education

Front-End Development with HTML, CSS and JavaScript

UW PCE Certificate Program | 2017 - 2018

Media Arts and Animation

The Illinois Institute of Art | 2004 - 2007 (GPA: 3.7)

Summary

Recent graduate of the University of Washington PCE certificate program in Front-End Development with a passion for creating accessible, engaging user experiences. Background in game and UI/UX design with extensive experience in Agile methodologies and version control.

As a student, used design best practices to develop clean, responsive sites for a public energy consortium, a non-profit archery education center and an ecommerce application.

Strengths

Proficient in HTML, CSS and Sass with strong competencies in JavaScript, Vue.js and Bootstrap. Adept designer in Adobe Photoshop and Illustrator. Extensive experience in Agile methodologies and version control.

Experience

Game Designer, Graphic Designer, Co-founder

[Table Flip Board Games](#) | [Seattle](#) | [June, 2014 - Present](#)

Black Hands of Hathoway - card game, published (Amazon)

Last Stand - board game, published (The Game Crafter)

- Assisted in the development of 2 titles from design to publication, including paper prototyping, playtesting, and final printing
- Developed visual style and maintained artistic and thematic cohesion
- Designed marketing material using virtual prototypes of game assets, including sell sheets, flyers and posters
- Nurtured brand awareness and customer loyalty through social media and event outreach

UI/UX Designer

[Sunbreak Games](#) | [Seattle](#) | [April, 2016 - December, 2016](#)

Care for Our World - interactive eBook, App Store

- Conducted initial marketing and UI/UX design research and analysis
- Performed asset clean up and mobile platform migration of original book illustrations
- Assisted in eBook page layout and UI/UX design

Game Designer, Narrative and Technical Writer

[EverFire](#) | [Madison](#) | [December, 2011 - October, 2013](#)

Cyber Solstice - Ouya, Released

Battle Gnomes - Mobile/Web, Released

- Developed story bible and style guide for *Cyber Solstice*
- As Assistant Art Lead on *Cyber Solstice*, developed thematic elements and coordinated with other artists to produce concepts and in-game assets
- Effectively and efficiently translated concepts into in-engine (Unity) assets
- Designed digital and print collateral, including flyers and posters

Technical Artist, Graphic Designer

[Bending Light](#) | [Chicago](#) | [July, 2008 - December, 2008](#)

- Concepting, design and development of digital advertising comps
- Digital pipeline asset management, version control and render wrangling
- Digital asset creation, rendering, and compositing (Maya, Photoshop)
- Maya tool scripting (MEL), including development of an automated subsurface scattering shader utility