Brian Norris

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Education

8.1998-8.2002 Missouri State University Springfield, Missouri Bachelor of Fine Arts in Graphic Design, Cum Laude 3.74 GPA on a 4.0 scale

Work Experience

1.2016–present Marlin Network Senior Web Developer and Front-end Team Leader Using front-end web technologies to develop user-facing features for new and existing web-based products in the food-service industry. Working with designers and other developers to ensure technical feasibility while maintaining user-experience and application architecture best practices.

Fall '10, '16 & '17, Missouri State University Per-Course Instructor

Spring '11, '12, '17 & '19 Instructed five courses for design students from sophomores to seniors. Topics included an introduction to design software, various aspects of production, communication concepts in graphic design, and basic and advanced web design concepts and coding. All courses were structured around hands-on projects. Responsible for all aspects of the course based on a given range of topics to cover.

1.2012-12.2015

Schilling/Sellmeyer & Associates Graphic Designer and Web Developer Created and maintained a variety of print and web design projects for local and regional clients in a wide-range of industries. Managed the design and development of websites from concept to completion, as well as the hosting and maintenance of those websites.

1.2006–12.2012 Image Works, Inc. Lead Designer and Web Developer

12.2004-12.2005 Marine Grade Marketing, L.L.C. Designer

3.2003–12.2004 Airlink Communications, QuikDine.com Web Developer

Professional Skills _

Development Css/Sass

Experience and passion for writing sane and resilient stylesheets

Javascript

Es6

Javascript frameworks (Vue, Svelte, React)

Templating languages (Twig)

Design system and UI kit development

UI Development

Analytics

Setup, event tracking, testing, and analysis

Web Accessibility

Weag implementation and site auditing

Content Management Systems

WordPress, Craft, Pimcore, Umbraco, Sanity, Prismic

Working with Apis (Restful and GraphQL)

Design Typographic manipulation and organization

Extensive experience with graphic, image editing and page layout applications

Information Architecture development (hierarchies and taxonomy)

User Experience design and development

User centered design approach, ux research, site audits

Interface design

Wireframing and prototyping

Process & Management

Documenting best practices

Requirements definition and acceptance tests

Creating custom project boilerplates

Overseeing junior designers and developers