

Evan Minto

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SUMMARY

Full-stack programmer and artist with a passion for creating unforgettable experiences. As an engineer with a background in art & design, I excel at communicating with stakeholders and implementing technical solutions to unique creative challenges.

SKILLS

- Web development (JavaScript, HTML, CSS, Sass, CoffeeScript, jQuery, Vue, React)
 - Backend programming (PHP, Ruby, MySQL, Python, C++, C#, C, Java, Lua, Objective-C)
 - MVC frameworks (Symfony, Rails)
 - Agile/Scrum development and Scrum Mastering
 - Web and interface design for desktop and mobile web
 - Adobe Creative Suite (Photoshop, InDesign, Illustrator, After Effects, Dreamweaver)
 - Interactive graphics programming in OpenGL
 - Video game design and production
 - 3-D content creation (modeling, texturing, rigging, and animation) in Maya
 - Character design, illustration, and animation
 - Exceptional written and verbal communication skills
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EXPERIENCE

Crunchyroll: <i>Software Engineer/ Podcast Host</i>	Leading an Agile team to modernize a legacy video service (LAMP stack) and mentor frontend developers. Hosting official anime podcast.	September 2013 to present
Freelance: <i>Web Developer</i>	Worked in a small team to quickly deliver responsive frontend code based on mockups from designers.	June 2013 to August 2013
Watershed Game: <i>Production Manager/ Web Designer</i>	Translated project goals and requirements into a concrete and comprehensive game development plan. Designed and developed the game's website.	August 2012 to June 2013
HUGE Inc: <i>Associate Web Developer</i>	Worked in an Agile team developing HTML/CSS/JavaScript functionality on a highly visible eCommerce site for Barneys New York.	July to August 2012
Ani-Gamers: <i>Editor-in-chief/ Web Developer</i>	Coordinating editorial blog/podcast content from geographically distributed team. Designed and developed the blog's content management system.	May 2004 to present
Genericon: <i>Convention Chair/ PR Coordinator</i>	Led sci-fi convention with 2000+ attendees. Spearheaded major changes in convention policy & location, resulting in increased event attendance.	September 2009 to March 2013

EDUCATION

Rensselaer Polytechnic Institute Computer Science/Electronic Media, Arts, & Communication dual major. Graduated May 2013. GPA: 3.72.
