

Jeremy Weeks

web games apps animation

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Summary:

A results driven Senior Software Engineer with 10+ years experience developing for both the web and devices. Vast experience taking projects from planning to production. Strong written and verbal communications. Experience running a team and managing both people and projects.

Skills:

- JS, PHP, Swift, Objective C, Ruby, AS3, CSS, C#
- Rails, Zend, SpriteKit, Unity, Node, Flash, Photoshop

Professional Experience:

05.2016 - present:

Managing Senior Software Engineer - IGN Entertainment Inc.

I run the apps team at IGN. My team is responsible for developing all of IGN's non web applications including iOS, Android, PS4, Xbox One, Apple TV, Fire TV and Roku.

- IGN iOS redesign - I am the project lead for IGN's new native app. The app is being developed using Swift 3.0 and features a completely rebuilt foundation with which all future IGN iOS/tvOS apps will be built on.

05.2014 - 05.2016:

Senior Software Engineer - IGN Entertainment Inc.

I was a front end lead at IGN during this time. I was responsible for many projects as well as the dev lead on both of IGN's console apps.

- Trailers Index - I was the sole developer responsible for implementing IGN trailers index. It uses a complex design with full screen video and a bespoke ad implementation.
 - <http://www.ign.com/trailers>
- IGN for PS4 & Xbox One - I was the project lead on both of IGN's current console apps. The apps were developed using Sony's WebMAF framework and Microsoft's Xbox JS framework.

10.2013 - 05.2014:

Lead iOS Engineer - RESO

I joined RESO to develop my iOS skills. I was responsible for developing RESO's prototype apps in preparation to launch the brand.

07.2012 - 10.2013:

Software Engineer - IGN Entertainment Inc.

I joined IGN through their amazing Code-Foo program in 2012. I was a part of the content team and focused mostly on user facing web projects.

- Timeline generator. I built a javascript application that allows rapid development of rich scrollable content using animation and IGN's internal databases to populate content quickly.
 - http://microsites.ign.com/rayman_timeline/
- Search Index - I developed the front end for IGN's updated search application. I was responsible for designing the infrastructure and bring the concept to a shippable state.
 - <http://www.ign.com/search>

05.2010 - 07.2012

Front-End Developer - KYOS Systems, Inc.

As the primary front-end developer for KYOS I was responsible for all client side applications. I had DoD security access for projects working with the US Government. Projects included a custom drug database for the FDA and US Army Pharmaceutical Vigilance division, an iPad/Android app for viewing medical charts, and an automated invoice recognition system.

07.2006 - 07.2008

Technical Specialist - Tecaprint USA/Dubuit of America

Spent two years as the principle traveling technician for this Screen/Pad printing company. Duties included mechanical and electrical maintenance as well as PLC programming fixes and updates. I also helped the company with web applications including a customer database, 3D mockup animations for machine sales in 3D Max, and flash animations.

Hobbies:

Playing/Building Video Games, Board Games, Ping Pong, Animation