

Joshua Milstead

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Objective

Seeking a position as a full time developer, where I can create professional and creative websites, applications and games.

Languages

- Javascript
- Java
- C#
- HTML + CSS
- PHP

Libraries

- React
- JQuery
- PIXI
- Phaser
- Require

Tools

- Npm, Grunt, Gulp, WebPack
- CSS preprocessors like Less and Sass
- Version Control software like GIT, SVN, and TFS

Skills

- Experience with javascript frameworks and libraries.
- Experience with version control software.
- Experience working with popular content management systems.
- Experience building native Android apps.
- Experience with Object Oriented Programming and common design patterns.
- Experience with Sublime Text, Visual Studio, Adobe Creative Suite, eclipse, android studio, and unity.

Experience

Nov 2014 - Present

Senior Presentation Layer Engineer for Razorfish where I work on mbusa.com and the Mercedes Me web app and native Android app.

The native Android app is built using an MVP pattern with RxJava for handling asynchronous interactions with our servers. We use Dagger for dependency injection.

For the web app we used a Java back-end with React and ES6 on the front-end compiled using Babel. We use Sass for all of our styles. Gulp is our build tool and webpack is used to bundle all of our assets and scripts.

I am currently the lead developer for the web app. I am responsible for managing the other front-end developers, creating tasks in jira, giving time estimates, determining feasibility of new features, making decisions about the best way to implement new features and presenting our work to the rest of the team once our sprints are finished.

Sept 2014 – Nov 2014

Contract Front-End Developer for Look-Listen where I worked on Benevis.com.

June 2012 – Sept 2014

Senior Developer at BFG Interactive. Where I am responsible for creating websites, mobile promotions and web based games. I mostly work in javascript, C#, html, and css for the Camel Cigarettes website.

June 2009 – June 2012

Front-End Developer for the Savannah College of Art and Design. Worked on a team that created the college's website and micro sites. I was required to work with JavaScript, Flash, HTML, CSS, and PHP.

2012

Wordpress site development for Koan Health.

Wordpress site development for bellamyart.com

iPhone App development for Design Ethos Conference.

2011

Wordpress site development for Holland DMD.

iPhone App development for AKOO.

Touch screen kiosk development for Havaianas.

2010

Flash development for New Zone Games. Worked on Beta version for Facebook game.

2009

Lead Programmer on a project for Gulf Stream in affiliation with the Savannah College of Art and Design.

2008

Graphic Designer for Oglethorpe Tours. Designed a print ad that was in several travel magazines. Designed a Kiosk that was placed in the Savannah Visitors Center. I also built an interactive map prototype showing all of the trolley stops around the city.
Web design and development for Tara Tours Savannah.

Education

B.F.A., Interactive Design and Game Development. Savannah College of Art and Design, Savannah, Ga.

Work samples available at <http://jmiilstead.com/>